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# Engineering Experimentation Module Designs

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# Engineering Experimentation Module Designs

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Submitted to the Faculty  
of the

WORCESTER POLYTECHNIC INSTITUTE  
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in Mechanical Engineering  
by

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Peter Ofsthun

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Elizabeth Thompson

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1. Engineering Measurements
2. Sensors and Test Equipment
3. Modular Experiments

Approved:

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Professor John Sullivan, Major Advisor

## Abstract

This paper proposes a self-contained modularized alternative to the engineering experimentation course (ME3901) at WPI and offers example modules utilizing various sensor types with an inexpensive microcontroller. A framework was developed for modules that have a unified structure that can be individually adapted and changed to create a course that highlights desired sensors, how they function, how to configure them with the microcontroller and a working code. This proposal is a test basis for a new course.

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## Introduction

Instrumentation is a critical tool in an engineer's toolbox. It aids an engineer in bridging the gap between theory and practice by allowing the collection of measurements of the physical world that can be compared to theoretically predicted values. Not only is instrumentation used in testing during design and validation but systems are increasingly reliant on embedded sensing. With the advent of computerized control and control theory sensors are becoming an integral part of feedback control loops. These loops function by having sensors that detect the state of a system and changes in it and then manipulate inputs to the system to control the state and generate desired changes. This theory allows for a higher level of control of a system than is possible by simply having a human controlling the system.<sup>1</sup> Additionally, embedded sensors can be used to monitor the health of a system and track diagnostics about performance that can dictate maintenance schedules as well as provide statistics about wear and failures that can be used to improve the design in future versions.

With the rapid pace of advancements in microcontrollers and sensor manufacturing and components shrinking there is less of a cost or size barrier preventing sensor integration in new systems. Sensors are being made smaller, cheaper and smarter. Gone are the days of large expensive and complicated systems for data acquisition and a new generation of miniature plug and play sensing systems now exist. Largely the days of having to calibrate sensors before each experiment is over, except in cases where higher precisions are necessary. Sensors often come calibrated from the factory and only require validation before use and spot checking to ensure they remain accurate. However, with these rapid advances in technology there is a need to keep up to date on the latest in sensing technologies to fully take advantage of what is available.

Until now WPI has taught instrumentation through the course Engineering Experimentation (ME3901). The course is described as “A course designed to develop analytical and experimental skills in modern engineering measurement methods, based on electronic instrumentation and computer-based data acquisition systems.” At the top level this course is a course in experimentation with a focus on instrumentation. The experiments “address both mechanical and thermal systems and instrumentation in either traditional mechanical engineering (heat transfer, flow measurement/visualization, force/torque/strain measurement, motion/vibration measurement) or materials engineering (temperature and pressure measurements in materials processing, measurement of strain and position in mechanical testing of materials).” This course is a very traditional educational model of lectures and laboratory experiments designed to teach students about instrumentation. The course provides a strong basis but leaves room for improvement in the area of modernizing what is taught.

This MQP project looked to enhance the current offerings which form the basis of the ME3901 course by creating or using alternative methods for teaching students about instrumentation and measurements. The model chosen was for a set of discrete modules that each teach the student about a chosen set of sensors. These modules are designed to work with a laboratory kit the students would purchase. Each kit supplied all the required components but more importantly, allowed the student to retain the instrumentation and measurement devices for future uses. Modules were designed to be completed by students independently. Their goal was to teach the student the same engineering measurement techniques/procedures as the currently offered course but in a self contained way that they might complete at their own pace. The structure chosen for the modules was an introductory module followed by a series of modules

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<sup>1</sup> Åström & Murray, 2012



targeting specific components for measurement and experimentation. The set of modules culminates in a final capstone project module.

The introductory module explains the basics of using the included microcontroller and integrating sensors. It covers how to use the input and output functionality of the controller to get data from sensors to a computer. There are lessons within the module that walk students through how to use different sensors and inputs to provide them with the knowledge they need to complete the later modules. This first module needs to be completed by all students prior to other modules.

The rest of the modules were all designed to focus on a specific topic and work with the related sensors. For example, modules were created on temperature, motor control and distance sensing. Each module informs the student about the included sensors and provides instructions for the student to perform tasks with each sensor to learn how they work. Each module is concluded with a small capstone project that the students must complete with less instruction than the rest of the module to demonstrate skills while also applying the sensors in a realistic application.

The idea behind the modules with the exception of the introduction and the capstone modules is that the students have choices in which modules that they do to tailor their experience to their interests. This project includes a pilot set of modules used to demonstrate the idea of the module based system. These modules can be used to test if the modules meet the intended learning objectives. A full course would require additional modules. The idea would be to generate a pool of 10-12 modules. Students would be expected to complete a certain number of modules for example eight out of the 12 modules and once they have completed that many they would have completed enough learning objectives to be counted as completing the course. This is based off of the idea that the methods of instrumentation are to some extent independent of what specifically is being measured with the sensors. With a full course the students could also be required to select modules from different groups.

The introductory and capstone modules would be independent because they serve a specific purpose that every student would be required to do. However, the rest of the modules tend to have overlap and could be group so they students only had to perform certain experiments. For example, controls could be a set of modules that include motors, actuators and other systems to control a system. Similarly, thermodynamics could be a set that does measurement relevant to temperature, pressure and/or flow rate. Another might be a mechanical set, which focuses on sensing strain, force and accelerations. This modularity provides a lot of flexibility to how the course is tailored to students and their needs while still requiring all students to at least have some breadth of knowledge.

The flexibility of the modules also would enable the program to be constantly updated, added to and improved upon. If individual modules become outdated they can be updated without impacting the broader structure. In addition, more modules could easily be added to expand the instrumentation that is covered to broaden the scope. For example, a module with biomonitoring sensors could be developed for students for whom that would be relevant.

The final module is an open-ended capstone design project. This project is designed to give students a framework to start. The project has multiple solution pathways using a collection of previous module completions. It requires the student to determine the path and bring the project to fruition. This capstone module requires the student to think critically and undertake design work on their own. The module demonstrates the competence of the student to reach the learning objectives by requiring a certain number or types of sensors to be used in their final

project. The capstone module functions to require the students to act as engineers and develop a system utilizing the skills they learned from the previous modules.

## Module 1: Exploring the Arduino

This mandatory introduction module provides the basis for the other modules. It consists of experiments that explain the basics of using an Arduino as well as providing information about basic circuitry. The experiments cover blinking an LED, turning an LED on and off using a button, controlling the brightness of an LED with a potentiometer, and using inputs to control the Arduino.

### Objectives:

- Learn the fundamentals of engineering measurement
  - Why measurements are necessary
  - How to make measurements
- Learn how to program an Arduino
  - Basic structures, void setup, void loop
  - Digital I/O
  - Analog I/O
  - Serial Connection
  - Python/Arduino interface

### Background:

Making measurements of the physical world is necessary in all parts of engineering. Anytime engineers need to understand a physical problem, it can be useful to be able to sense and quantify phenomenon that may be difficult to observe. When a prototype of a design is built, validation of the design must be done. For example, a new car engine design would be wired with sensors measuring pressure and temperature in the chamber, composition of the exhaust, and torque and speed of the crankshaft. All of these measurements can be used to analyze how the design is performing which can be compared to the original theoretical design. Beyond development work, sensors are being embedded in all new systems to make them smarter and improve performance. This trend is continuing so it is important for mechanical engineers to understand how sensors operate and how to best utilize them. Sensors can also be used by a system to aid the system in controlling itself. With the advent of computer systems and sensors new mechanical designs can be designed to be higher performing by utilizing a feedback loop. A feedback loop is when a computer uses sensors to measure the state of a system and make appropriate adjustments to maintain stability.<sup>1</sup>

Sensors enable measurement by taking changes in physical properties and converting them into electrical signals. Generally, the signal is in the form of a change in voltage, current or resistance that can then be measured using a computer system to track and record the data. These changes can often be very small, but using simple circuit components including Wheatstone bridges or microcontrollers aid in parsing out and recording the signal.

Most computers do not have a means for connecting analog or digital components like sensors directly to them so an intermediary between the sensors and the computer must be used. The intermediary system is an electronics component that takes the signals from the sensors and interprets them into a signal that is understood by the computer and then transfers the information to the computer typically via a USB port. This system is often referred to as a data acquisition system such as the Texas Instrument DAQ box. With the growing area of hobby

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<sup>1</sup> Åström & Murray, 2012

electronics, microcontrollers are becoming more prevalent and less expensive, making them a viable choice for use as an intermediary between a computer and a set of sensors.

Single-board computers, commonly referred to as microcontrollers are a class of electronic boards that operate on small low-power processors and are designed to be inexpensive computing options for applications where some level of computer control is desired but no major processing is needed as well as interfacing with sensors and control. There are many different brands of microcontrollers on the market with most brands offering a range of levels of microcontrollers. Most boards, referred to as microcontrollers, fall into two categories of either being powered by a 32-bit system on a chip, similar to a traditional computer or powered by an 8-bit or 16-bit microcontroller. The first category contains boards such as the Raspberry Pi or the Intel Edison which while useful for embedded computing applications they are much more akin to miniature computers generally having more computing power than a true microcontroller. The second category is boards powered by microcontrollers, which are generally contain less processing power but are designed with a higher focus on embedded computing such as Arduinos or any of their derivatives. In most cases both function similarly, being able to control sensors and communicate with a computer but vary in the exact hardware and coding used to achieve these goals. The boards contain the main chip and all the supporting circuitry for a USB connection, power and both digital and analog I/O with specific boards having additional support for other attachments. For example, the Raspberry Pi has a connection for an SD card and an HDMI port for connecting a monitor to it.

The Arduino family of microcontroller was chosen to be used in this kit. The Arduino family was chosen because it contains a whole range of boards with varying levels of capability that all share a common programming structure so for any given project an appropriately sized Arduino can be chosen that provides what is needed for any specific project. The Uno is the smallest of the main boards in the Arduino line and features an ATmega328 microcontroller.<sup>1</sup> A derivative of the Uno called a RedBoard is included in this kit. The Arduino line extends from the basic Arduino Uno to the Arduino Mega, which is similar to the Uno but it differs in that it has significantly more I/O and a more powerful microcontroller powering it. The Arduino line also includes boards like the Arduino Zero, which is a 32-bit variant of the Arduino platform. Boards like the Zero are based off of the architecture of Advanced RISC Machine or ARM processors which provide significantly higher processing power but does limit the I/O capabilities such as a reduced operating voltage of 3.3 volts versus 5 volts on an Uno and only  $\frac{1}{3}$  of the current capacity.<sup>2</sup> These limits reduce the ability of the board to power sensors with higher power requirements.

The programming for Arduinos is handled via the open-source Arduino Software available for free from Arduino.cc. This includes an Arduino specific integrated development environment. There is also extensive documentation supporting the software available from the Arduino foundation's website. While an Arduino can be used to do rudimentary data analysis this is not really the purpose of the device. For a more complete data analysis, a tool like Python is far more powerful. The serial interface on Arduinos allow them to easily connect to a computer running software like MATLAB and through this connection data can be passed to MATLAB for logging and analysis purposes. An Arduino is not natively equipped for any large-scale data logging. Consequently, for remote sensing applications an Arduino could be equipped with

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<sup>1</sup> Arduino UNO & Genuino UNO, n.d.

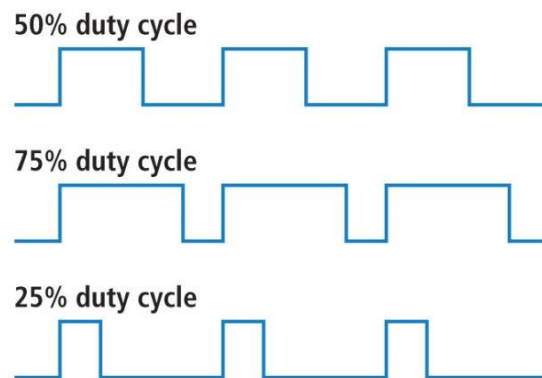
<sup>2</sup> Arduino ZERO & Genuino ZERO, n.d.

either an SD card module to log data and then the card can be downloaded manually or via a WIFI or Bluetooth transmission to a computer.

### *Circuit Components for Module 1*

A button is a simple circuit component that works as a momentary switch. When it is depressed, electrical contacts are closed allowing electricity to pass through the switch. This can be used to toggle a contact either high (+V) or low (ground) which can be used for tasks like turning on an LED or sending a signal to an Arduino.

Light-emitting diodes or LEDs are simple circuit components that generate light when they are supplied power. Being a diode, LEDs have a polarity meaning they can only be powered when connected with current in one direction. Due to how LEDs work they require a minimum voltage to trigger the light to be emitted so the easiest way to control the brightness of an LED is to use a method called pulse width modulation (PWM). PWM effectively consists of turning power on and off quickly so that the circuit element spends some of its time not energized. For example, an LED can be dimmed to half its brightness if it is modulated to only be lit for half the time and as long as the pulses are faster than the human eye can see it is perceived as a single even light level. The percent of time that an LED is on or off in a given time period is called duty cycle.



**FIGURE 1: EXAMPLES OF DUTY CYCLES<sup>1</sup>**

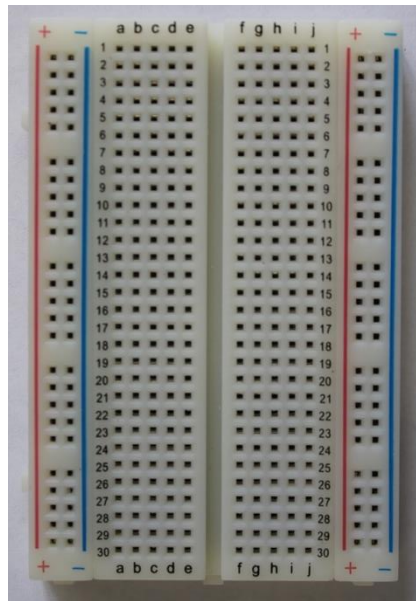
Figure 1 shows that for a 50% duty cycle the light is on and off for an equal amount of time. Your eye will not see the light as only 50% as bright because eyes do not perceive brightness in a linear fashion.<sup>2</sup> A 75% duty cycle is when the LED is on for 75% of the time, it would appear to be brighter than an LED with a 50% duty cycle, but duller than an LED with a 100% duty cycle. An LED that is on 100% of the time would be the same as the full power voltage. An LED with a 0% duty cycle is essentially hooking an LED to ground.

The breadboard will be the base of the circuits that you will be building in this module. A breadboard is a circuit prototyping tool used to build and test circuits before permanent circuits are built. A breadboard sets of pins that are all interconnected. There are 4 vertical power headers that are connected vertically. Between the power headers are horizontal rows of pins that are connected but broken by the large gap in the middle. See Figure 2. Components will be assembled into circuits on the breadboard for each part of the module.

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<sup>1</sup> Pulse Width Modulation, n.d.

<sup>2</sup> Measured light vs. perceived light

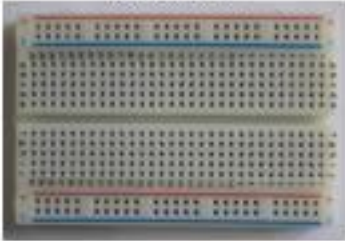


**FIGURE 2: BREADBOARD**

## Materials:

Below you will find a materials list for this module including photos of each item to assist with identification.

Breadboard



USB Cord



Button



Jumper Wires



Arduino Uno (RedBoard)



Potentiometer



220 $\Omega$  Resistor



330 $\Omega$  Resistor



10k $\Omega$  Resistor



LED Light



RGB LED



## Procedure:

### 1.1 Build a circuit and write code that blinks an LED on for 1 second and off for one second repeatedly

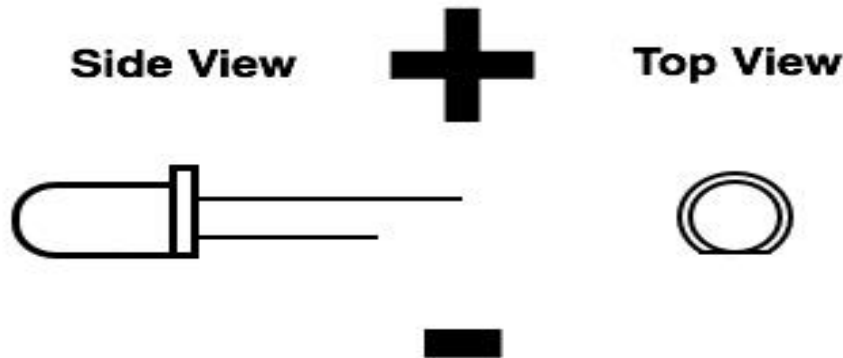
For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord

- LED Light
- 330Ω Resistor
- Jumper Wires

### ***Building the Circuit***

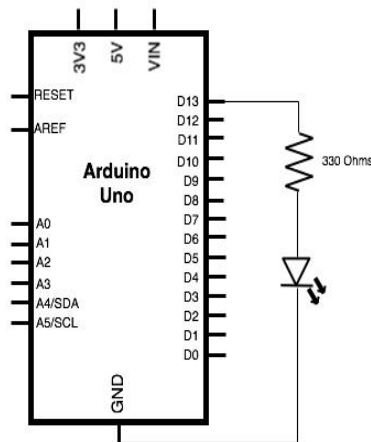
Now that you are familiar with the relevant theory it is time to begin the circuit. Take the breadboard and place an LED into it, connect the positive side to the 330 Ohm resistor. The purpose of this resistor in series is to limit the current going through the LED to prevent it from being burnt out. Referring to Ohm's Law  $V = I \cdot R$ , the voltage is constant so the current can be limited by increasing the resistance. In this case since the current just needs to be limited to not burn out the LED and not be carefully regulated this resistance of this resistor does not need to be precise but in a general range. Two common sizes used with LEDs in a 5-volt circuit are 330 Ohm or 220 ohm resistors, either resistor limits the LED current to an acceptable range. Connect the other side of the resistor to one of the pins (2-13) on the Arduino. The negative or flat side of the LED should connect to the ground as shown in Figure 3.



**FIGURE 3: LED DIAGRAM AND POLARITY**

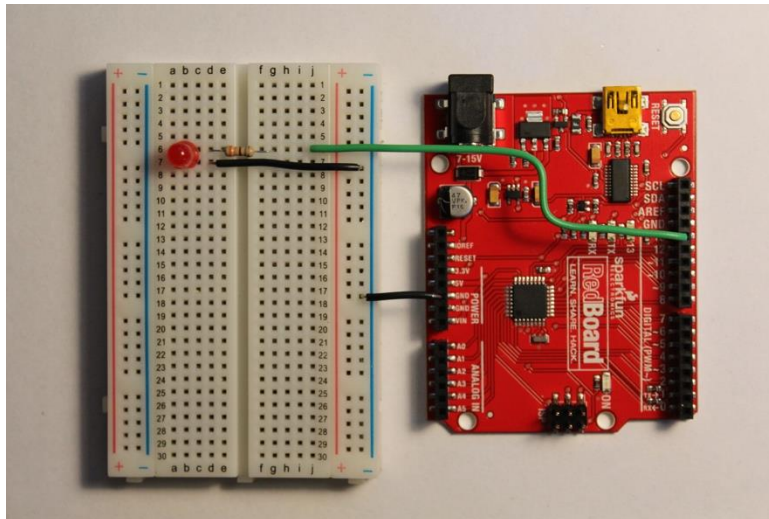
Note that the negative terminal has a shorter lead and a flat side on the plastic of the LED. Connect the ground from the breadboard to one of the ground pins on the Arduino. While you could just connect the positive and ground to the Arduino directly it is a good idea to get in the habit of using the headers on the breadboard for these since later on more complex circuits will require this. A wiring diagram for the circuit can be found in Figure 4.





**FIGURE 4: 1.1 WIRING DIAGRAM**

In Figure 5 there is a photo of the completed circuit built on a SparkFun RedBoard. In this photo the LED, the resistor, the jumper wires, the breadboard, and the RedBoard are all visible.



**FIGURE 5: 1.1 BUILT CIRCUIT**

### *Writing the Program*

Now that the circuit is built it is time to write the programs for the Arduino in the circuit. Programs are written as a series of functions that perform tasks necessary to achieve the desired goal. The necessary functions are listed below with an explanation of what they do. Take some time to review these functions and how they work and then move on to the instructions on how to write this code. Pay special attention to these functions because they will become the basis for most of the codes that will be written throughout these modules. These functions and commands as well as their explanations in all the modules have come from both the Arduino and SparkFun websites.

```
int function()  
{}
```

Functions follow the structure above. The output data type, the function name, followed by a pair of parentheses and a pair of braces. The output data type determines what type of data the function will pass out once complete. In most cases a function will either pass an integer (abbreviated “int” as seen in the example above) or nothing in which case void should be written as the data type (see setup function for an example). The function name is how the code identifies the function. The parentheses contain any parameters given to the function. The braces contain the codes that is executed when the function is executed. Functions are useful because they can be defined once and referenced multiple times in the code for repeated actions. Functions native to Arduino do not need to be defined but all other functions must be defined before they can be used. Each line with a few exceptions in Arduino code must end with a semicolon.

An Arduino code always has two default functions, void setup and void loop.

```
void setup()  
{}
```

The void setup function begins every Arduino code and is run once by the program. It is used to do setup tasks that need to be performed once like setup pin modes and turn on serial ports. Void setup follows the structure above with an empty set of parentheses because they do not take inputs. The braces then contain all of the setup for the Arduino code.

```
void loop()  
{}
```

The void loop function is the main body of every Arduino code and is run repeatedly. It is used to perform the main body of whatever function the program is meant to perform. For example, if a code is designed to read an input and turn a light on the functions to do these task would be in the void loop.

```
pinMode(pin,mode);
```

The pinMode function is used to set the state of the pins on an Arduino. The function requires two parameters. The first parameter is the pin, either a pin number or a variable that has been assigned to a pin number. The second is the mode for the pin which has two modes either “INPUT” or “OUTPUT”.

```
delay(x);
```

The delay function is used to make the code wait for a period of time before continuing with its execution. This function requires one parameter “x” which is how long of a delay is desired measured in milliseconds.

```
digitalWrite(pin,state);
```

The digitalWrite function is used to set the state of a pin that has previously been set as an output. The function requires two parameters, the pin must be identified and then the state of the pin must be identified. There are two possible states, either LOW (ground) or HIGH (5V).

Utilizing the above functions now try to create a simple Arduino code that can can blink an LED by turning it on for one second and then turning it back off, waiting another second and turning it back on. An example code can be found in Figure 6.

The image shows a screenshot of an Arduino IDE window. The window has a title bar with standard icons and a tab labeled 'Module\_1.1 \$'. The main area is a code editor with a light blue background. It contains the following C++ code for an Arduino sketch:

```
void setup()
{ pinMode(13, OUTPUT); } //set pin 13 to OUTPUT

void loop()
{ digitalWrite(13, HIGH); // This turns the pin on
  delay(1000);           // This keeps the pin on for 1000 milliseconds or 1 second
  digitalWrite(13, LOW); // This turns the pin off
  delay(1000);           // This keeps the pin off for 1000 milliseconds or 1 second
}
```

FIGURE 6: CODE FOR 1.1

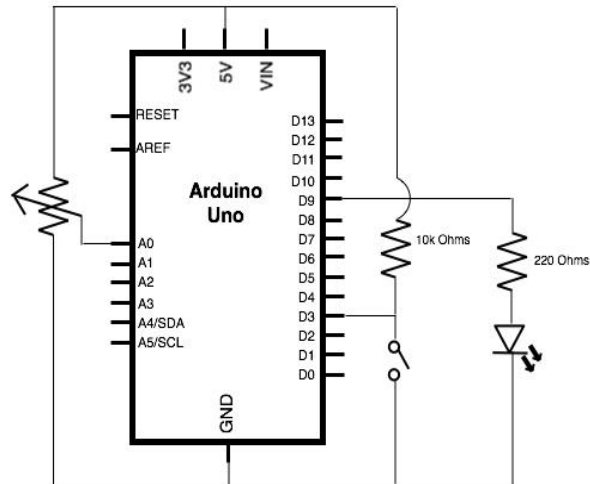
## 1.2 Build a circuit with a button and a potentiometer

For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- LED
- 10k $\Omega$  Resistor
- 220 $\Omega$  Resistor
- Push Button
- Potentiometer
- Jumper Wires

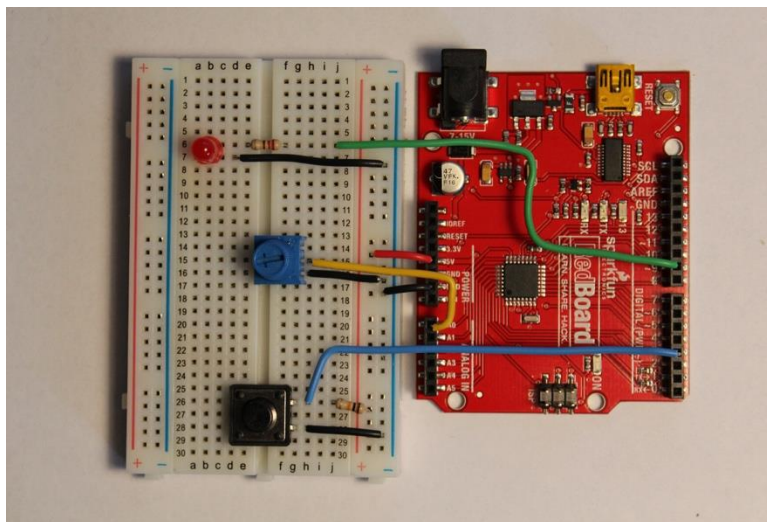
### *Building the Circuit*

For this experiment you will need a circuit containing an LED, button and potentiometer. Begin by placing the LED on the breadboard; connect the positive side to a 220 $\Omega$  resistor unlike the previous part where a 330 ohm resistor was used this part used a 220 ohm resistor seeing as they can be used interchangeably because the LED will work but just be a bit brighter. Then, you should connect the resistor to an analog output. Connect the negative side of the LED to the ground. Connect the push button to a 10k resistor and a digital input pulse width modulation or PWM pin. Connect the other side of the button to the ground, and connect the other side of the 10k Ohm to the power source. Finally put the potentiometer in the breadboard. The potentiometer has an indentation on one of the 4 sides of the square. If the indentation side is on your right side, then connect the pin that is the furthest away from you to the power supply, connect the middle pin to an analog input, and connect the third pin to the ground. The power supply should be 5 volts. Figure 7 offers a traditional wiring diagram.



**FIGURE 7: 1.2 WIRING DIAGRAM**

A photo of the built circuit is shown in Figure 8. The LED, the potentiometer, and the button are positioned from top to bottom, respectively.



**FIGURE 8: 1.2 BUILT CIRCUIT**

### *Writing the Program*

Now the code for the experiment needs to be written. This code will take input data from a button to turn the LED on and off as well as data from a potentiometer to dim the LED. Below are the new functions that are necessary to write the code. Review these functions and then follow the instructions below.

```
const int variable = value;
```

The const command can be used to define variables within Arduino codes (note the value cannot be changed once defined this way). The command must be followed by a data type such as an integer, float or string, in the example above the variable is defined as an integer. After the

data type the variable name should be listed followed by whatever value is to be assigned to the variable. This function can be useful for things such as designating a pin number, for example use the variable LED1 in the body of the code wherever a pin related to an LED is used and then at the beginning of the code define that variable as whatever pin the LED is plugged into.

```
int variable = value;
```

The int function can be used to definite variables as integers to be used later in the code. The function is followed by the variable name and then can either set the variable equal to a value or leave the variable undefined.

```
digitalRead(pin);
```

The digitalRead function can be used to read the state of a digital input pin. The function must give the input pin as a parameter. It will return a binary response as either LOW (0V) or HIGH (5V). This function can be used to read inputs from components like buttons.

```
if (Test Case) {}  
  
else if (Test Case 2) {}  
  
else {}
```

The if else function can be used to control the action of the code based on a set of test cases. The function is followed by the first test case in a set of parentheses and a set of braces containing the functions to be performed if that case is true. The if can then be followed by any number of else if statements with their own test case and actions in the same structure as the if statement. Finally, there can be an else function that has no test case but is the action the code will take if none of the test cases are met. The code will run through all the test cases until one is met and then it will perform the function related to that test case.

```
analogRead(pin);
```

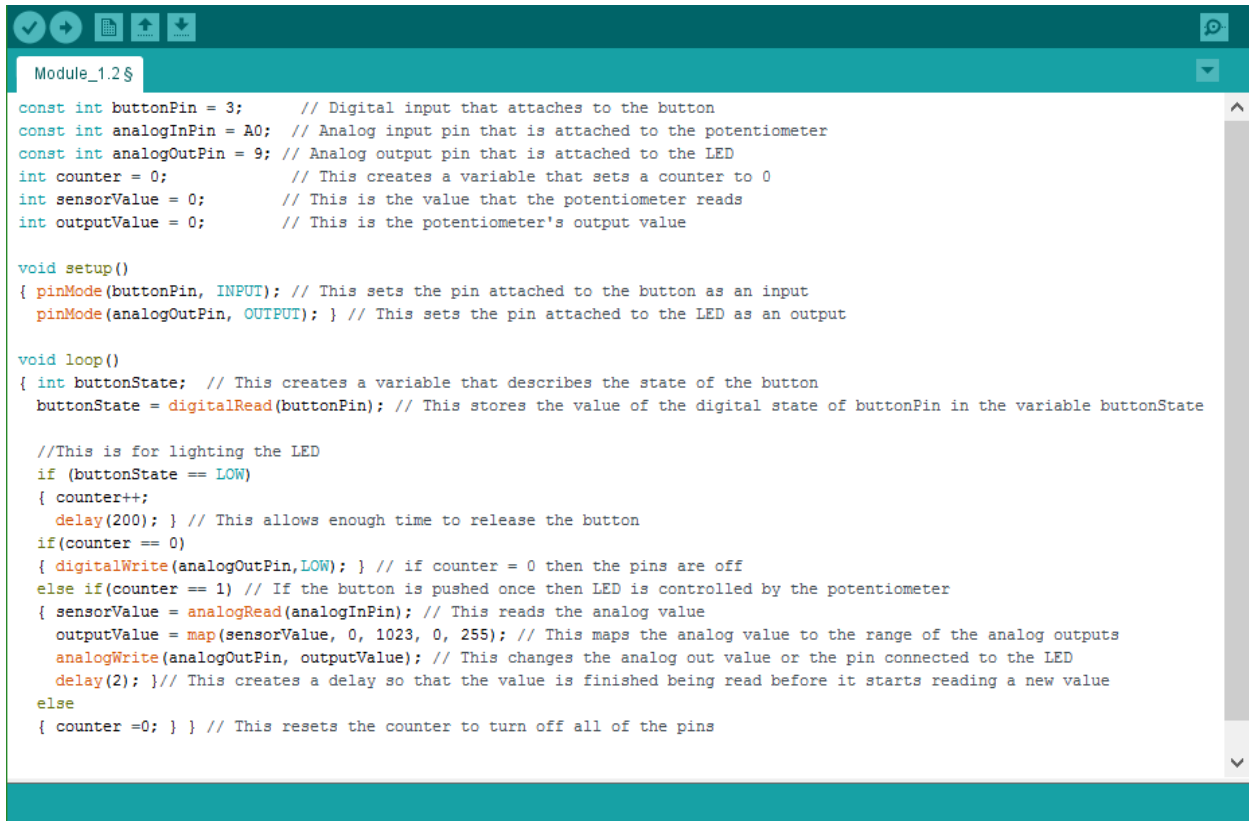
The analogRead function can be used to read the state of an analog input pin. The function must give the input pin as a parameter. It will return an integer value between 0 and 1023. This function can be used to read inputs from components like potentiometers or photocells.

```
variable2 = map(variable1, x1, x2, y1, y2);
```

The map function can be used to proportionally reassign a variable in a range to a value in a new range. The function must be passed five parameters. First the variable to be reassigned followed by the original range of the variable followed by the new range of the variable. For example, a value of 5 in a range of 1-10 can be reassigned to be the proportional value 50 in the range 10-100. This can be useful when a range needs to be either expanded or reduced.

The code for this experiment should be able to read both a button as in input to turn an LED on and off and then nested with that there should be a second set of functions that reads the input from a potentiometer and dims the LED based on the potentiometer position. Use if statements to achieve these effects and nest them to generate the nested effect. An example code for this section is shown in Figure 9. Once you have the circuit and code all set up try turning the

potentiometer; does the LED light up? Press the button once and then turn the potentiometer again. Does the LED light up? Can you dim it and brighten it? If it does, congratulations; otherwise you can troubleshoot your code using the example code.



```
Module_1.2$

const int buttonPin = 3;      // Digital input that attaches to the button
const int analogInPin = A0;   // Analog input pin that is attached to the potentiometer
const int analogOutPin = 9;   // Analog output pin that is attached to the LED
int counter = 0;              // This creates a variable that sets a counter to 0
int sensorValue = 0;          // This is the value that the potentiometer reads
int outputValue = 0;          // This is the potentiometer's output value

void setup()
{ pinMode(buttonPin, INPUT); // This sets the pin attached to the button as an input
  pinMode(analogOutPin, OUTPUT); } // This sets the pin attached to the LED as an output

void loop()
{ int buttonState; // This creates a variable that describes the state of the button
  buttonState = digitalRead(buttonPin); // This stores the value of the digital state of buttonPin in the variable buttonState

  //This is for lighting the LED
  if (buttonState == LOW)
  { counter++;
    delay(200); } // This allows enough time to release the button
  if(counter == 0)
  { digitalWrite(analogOutPin,LOW); } // if counter = 0 then the pins are off
  else if(counter == 1) // If the button is pushed once then LED is controlled by the potentiometer
  { sensorValue = analogRead(analogInPin); // This reads the analog value
    outputValue = map(sensorValue, 0, 1023, 0, 255); // This maps the analog value to the range of the analog outputs
    analogWrite(analogOutPin, outputValue); // This changes the analog out value or the pin connected to the LED
    delay(2); } // This creates a delay so that the value is finished being read before it starts reading a new value
  else
  { counter =0; } } // This resets the counter to turn off all of the pins
```

FIGURE 9: CODE FOR 1.2

### 1.3 Control an RGB LED with a serial port

For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- RGB LED Light
- 3x 330Ω Resistors
- Jumper Wires

#### *Building the Circuit*

The circuit for this section uses just an RGB LED and the supporting connections. Begin by placing the RGB LED into the breadboard and connect pin 2 (longest lead) to ground. Connect pins 1,3,4 (red, green, blue) to digital output PWM pins (2-13) on the Arduino via a 330 Ohm resistor. Figure 10 shows a traditional wiring diagram.

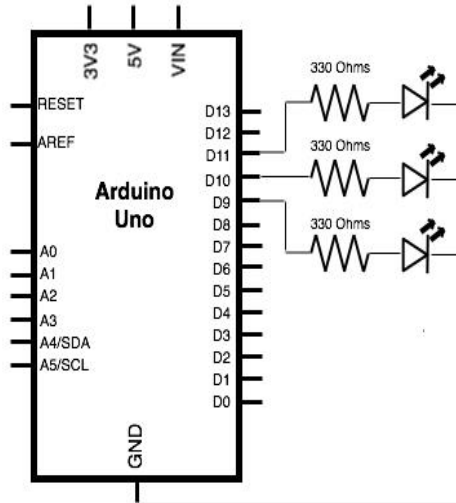


FIGURE 10: 1.3 WIRING DIAGRAM

Figure 11 is a photo of the circuit including the LED and the three resistors connecting the digital output pins to the LED pins.

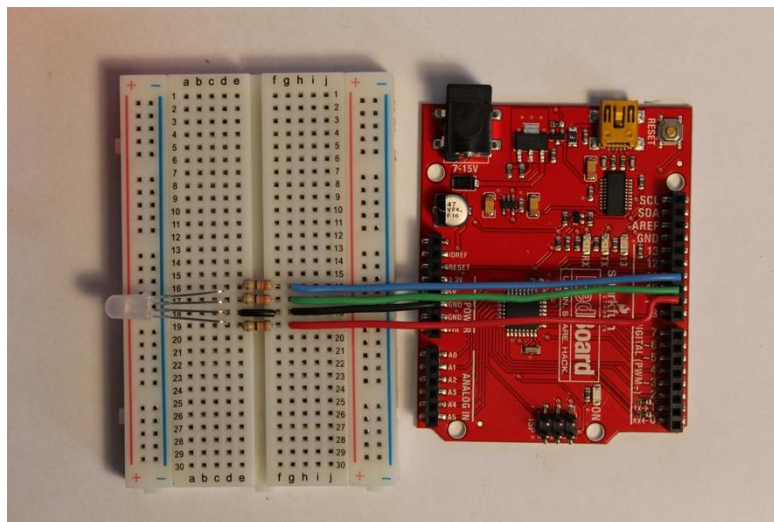


FIGURE 11: 1.3 BUILT CIRCUIT

### Writing the Program

Now it is time to write the code for this part. The RGB LED controls just like dimming an LED in the earlier section except the RGB is effectively three LEDs in one package so each color (red, blue, green) must be controlled independently. The other main addition to this code is that it will be taking inputs over the serial port from the computer to change the color. Review the new functions below and then begin writing the code.

```
while(Test Case) {}
```

The while function is used to cause an action to happen for the entire time that a test case is true. The function is followed by a set of parentheses which contain whatever test case is being



looked for. Then there is a set of braces that contain the action to be performed when the case is met.

```
Serial.begin(baud);
```

The serial begin function is used to initiate a serial connection between the Arduino and a computer over the USB connection. The only parameter that must be given to the function is the baud rate which is the communication rate over the connect. The default baud rate is 9600.

```
Serial.available();
```

The serial available function queries the serial buffer of commands coming in from a computer to the Arduino. The function does not do anything with the information in the serial buffer. This is useful for creating cases where the code waits for an input before doing something based on the command.

```
Serial.parseInt();
```

The parseInt function queries the serial buffer for the first integer value in the buffer and then returns this value and remove it from the serial buffer. This function allows for a series of integers to be sent over the serial connection and then individually be assigned to variables within the code.

```
Serial.read();
```

The serial read function queries the serial buffer for the next byte of information it and returns that byte of information.

```
constrain(variable, x1, x2);
```

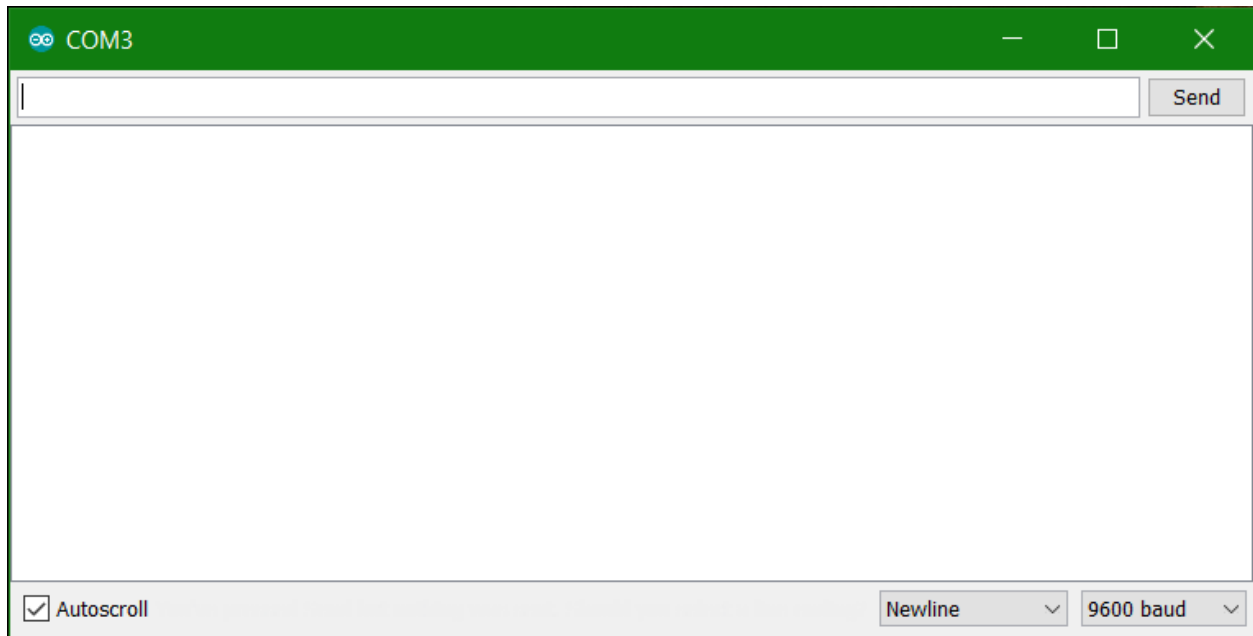
The constrain function is used to limit the range of values for a variable. This function must be given three parameters. The first is the variable to be constrained followed by a minimum and maximum value for the variable.

```
Serial.println("message");
```

The serial println function can be used to print values from the Arduino to the serial port for the computer to read. This function can either be used to print values from the Arduino or messages in the form of strings if the message is put in quotation marks.

For this exercise the code must utilize a series of serial commands that allow the Arduino to connect to the PC. The code should be able to read a series of integers from the serial port for the color levels of each part of the RGB LED and then change the color of the LED to correspond with the values sent. The Arduino serial monitor can be opened by the button in the top right corner of the Arduino screen. Before attempting to send serial commands be sure to set the commands to end with a newline character (select this from the dropdown menu on the bottom right of the serial monitor. See Figure 12. The structure for the serial command should be three integers between 0-255 separated by a space. (NOTE: if values above or below are entered the “constrain” function will set them to the maximum or minimum value respectively.)





**FIGURE 12: ARDUINO SERIAL MONITOR**

Figure 12 shows the Arduino serial monitor. In the bottom right is the default baud rate is set at 9600 baud, and to the left of the baud rate is a dropdown menu for the end of line or EOL character which is set to Newline.

An example of the code used for 1.3 is shown in Figure 13.



```
// pins for the LEDs:
const int redPin = 9;
const int greenPin = 10;
const int bluePin = 11;

void setup()
{ Serial.begin(9600);
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(bluePin, OUTPUT);}

void loop() {
  // if there's any serial available, read it:
  while (Serial.available() > 0) {

    // look for the next valid integer in the incoming serial stream:
    int red = Serial.parseInt();
    int green = Serial.parseInt();
    int blue = Serial.parseInt();

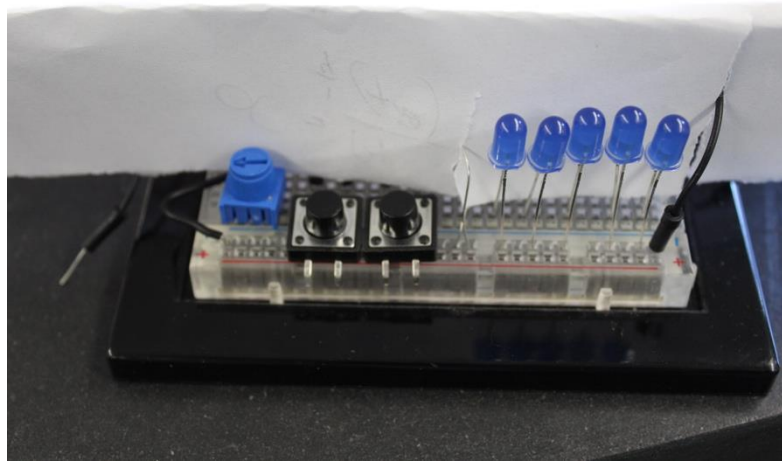
    // look for the newline. That's the end of your input
    if (Serial.read() == '\n') {
      // constrain the values to 0 - 255
      red = constrain(red, 0, 255);
      green = constrain(green, 0, 255);
      blue = constrain(blue, 0, 255);

      // fade the red, green, and blue legs of the LED:
      digitalWrite(redPin, red);
      digitalWrite(greenPin, green);
      digitalWrite(bluePin, blue);
      Serial.println("color changed");}}}
```

FIGURE 13: CODE FOR 1.3

## 1.4 Multiple LED control

For this final experiment use the knowledge from the earlier parts to create this final circuit and code. The circuit for this part should consist of a series of five LEDs each controlled by their own pin on the Arduino. In addition to the LEDs there should be a potentiometer and two buttons. The functionality should be that when one button is pressed the LEDs start blinking in a series where the first turns on for a period of time and then turns off as the next one on the series turns on for the same period and continues down the line until it reaches LED 5 and then starts over at LED 1 this should continue until the button is pressed again. The second button should change the direction of the sequence so starting at LED 5 and running backwards to LED 1. Finally, the Potentiometer should control how fast the sequence runs (how much time each light is on for) for the timing try and have the time range controlled by the potentiometer run from a time of  $\frac{1}{2}$  second where the cycle is slow is visible then have the potentiometer shorten the time until all of the LEDs appear to be lit the circuit is running so fast. A picture of how the circuit might look is provided in Figure 14. You may notice when the circuit is running fast enough all the LEDs appear to be on that each LED will appear dimmer than when it was clearly just one LED on at a time. Why do you think this is?



**FIGURE 14: SEQUENTIAL LED CONTROL**

## Module 2: Distance and Proximity Sensing

In order to complete this module, the introduction module should be completed. This module provides information about distance and proximity sensing. It consists of experiments that show how to calibrate proximity sensors. The experiments include, calibrating an ultrasonic range finder and an infrared proximity sensor and comparing the two sensors for a variety of measurements.

### Objectives:

- Learn how to use IR proximity sensor
- Learn how to use an ultrasonic range finder
- Identify the ideal distance ranges for each sensor

### Background:

Distance is a dimensional measurement that can be measured with the standard unit of length, which is the meter (m). Lengths can be measured with wood or metal rulers within  $\pm 0.01$  cm. The errors with using these types of length measuring devices are usually from the ruler expanding or contracting due to extreme temperatures.<sup>1</sup> This module will use rulers and dimensional measuring devices in order to calibrate the distance sensors.

Distance sensing is an extremely diverse area of sensing. Distance sensing has an extremely broad range of applications everything from small robotics applications like a robotic vacuum to self-driving vehicles to targeting packages on spacecraft for docking. There are also nearly as many types of distance sensors as there are applications. Some common distance sensors include; LIDAR, RADAR, ultrasonic, and infrared. Each will be described subsequently.

Selection of sensors depends on many factors including distance to the target, required precision, target material and cost. Most distance sensors operate on a similar principle. The basic idea of most distance sensors is having an emitter that transmits some signal which then bounces off of the target and is reflected back to a receiver on the device. Based off of analysis of this signal either just by time it takes to reflect or analysis of changes in signal can be used to determine range to a target.

A rapidly developing application for distance sensing is efforts being made to develop self-driving cars. Self-driving cars use a suite of sensing technologies to be able to view the world around them. Frequently they will use a system like LIDAR or RADAR for long range distance sensing in concert with camera based systems for the mid range. Finally, self-driving cars will use a system like an ultrasonic sensor for close range distance sensing.

Radar is one form of distance sensing that can be used for many applications. Radar works by emitting an electromagnetic wave and then detecting the reflection when those waves bounce off of objects and back to the target. By measuring the time it takes for the signal to return the distance to the target can be calculated. There is more that Radar can determine about a target, for example based on the Doppler shift of the signal the velocity of the target can be calculated and based on how strong the reflection is information can be determined about the material and size of a target. The multifaceted data provided by Radar has made it an ideal sensor for many applications including many military applications for detecting everything from missiles and planes to ships on the sea.<sup>2</sup>

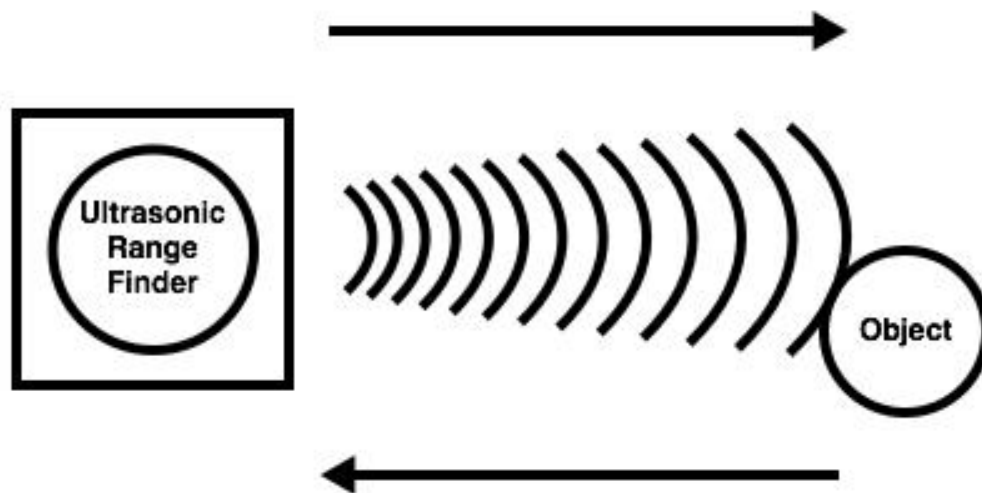
---

<sup>1</sup> Holman, 1994

<sup>2</sup> Skolnik, 1990

Another upcoming application of Radar is in autonomous vehicles. Radar is used in this application because it is good at detecting metallic targets like other vehicles. However, Radar is a less accurate sensor for softer materials such as plant matter or animals. The size of an object that can be detected is dependent on the wavelength of the Radar so Radar can be tuned to not see things like water droplets, which allows it to see through things like fog that could obscure other sensors.<sup>1</sup>

Ultrasonic sensors work in a similar manner to Radar sensors. Ultrasonic sensors work by sending out sound waves that are outside the range of human hearing. These sound waves will eventually hit what is trying to be measured and will bounce back to the device, Fig. 15. The sensor then can determine the distance by using the amount of time that it takes for the sound waves to return and knowing the speed of sound in dry air which is 1,125 ft/s, 767 mph or 343m/s.<sup>2</sup> However, there are many properties that affect the speed of sound like humidity and elevation, which make the ultrasonic sensor less effective.



**FIGURE 15: ULTRASONIC SENSOR DIAGRAM**

Some materials also absorb ultrasonic sound waves, which means the waves do not bounce back and the sensor will not be able to measure it. An example of this is why movie theaters cover the walls with carpet covered acoustic panels. These panels are made of sound wave absorbing materials, so the room does not echo. Ultrasonic sensors are not able to measure objects made of these types of materials. Similarly, objects made from porous materials like cork and foam cannot be measured because of the air pockets in the material.<sup>3</sup> Ultrasonic sensors do not work in a vacuum, as sound waves need a medium such as air to travel.

A benefit of ultrasonic sensors is that measurements are not affected by color, reflectivity, or transparency as opposed to infrared proximity sensors, which are effected by dark colors due to infrared sensors being less accurate with objects that have high emissivity. Emissivity is how effective the object's surface is at releasing energy as heat. Black and dark surfaces have high a higher emissivity. An example of this is a car with black interior left out in the sun. After an hour or two of sitting under the sun, the black interior gets very hot because

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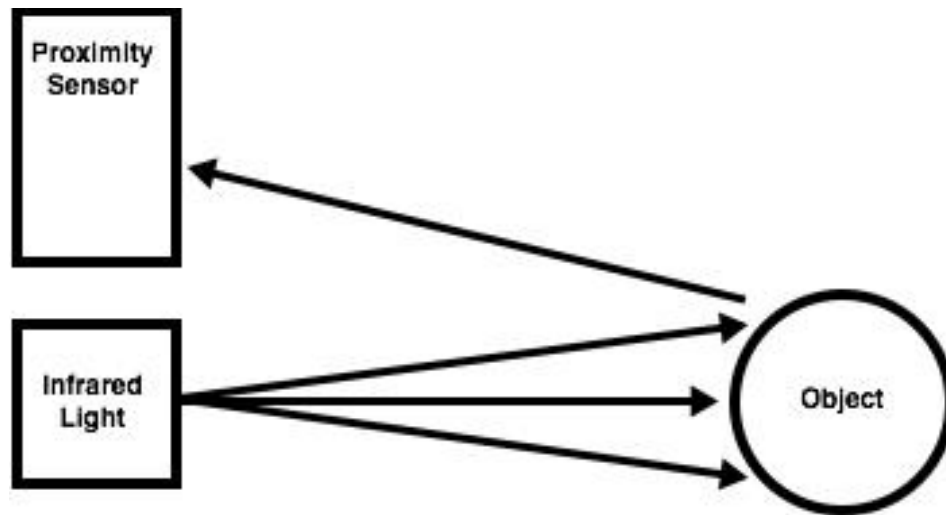
<sup>1</sup> Distance Sensors - RADAR, n.d.

<sup>2</sup> Findlay, 2011

<sup>3</sup> Grumney, 2011

black surfaces emit a lot of energy as heat. Infrared distance sensors do not work well with dark surfaces because the infrared waves are absorbed.

Infrared sensors send out infrared waves that will hit the object that is being measured and reflect back to the sensor. If the reflected light is strong, then the sensor knows that the object is closer than if the light is weak.<sup>1</sup> Figure 16 illuminates how infrared distance sensors work. The arrows show the infrared light direction. The infrared light hits the object and then bounces back and hits the proximity sensor, which determines how far the object is.



**FIGURE 16: INFRARED PROXIMITY SENSOR**

Infrared Distance sensor are an approach for distance sensing that is popular in robotics applications because they are inexpensive and accurate sensors. These sensors rely on infrared light being reflected off a target so they can be susceptible to the target material and how reflective it is to infrared light and they are limited in range to about a meter. However, the accuracy and quick detection time make them idea for robotics applications where robots need to detect objects close to them to avoid crashing into their environment.<sup>2</sup>

This module will test both IR proximity sensors and ultrasonic sensors. All the circuits being built in this module are basic and do not require many parts. You do not necessarily need a breadboard for this module however you can still use one.

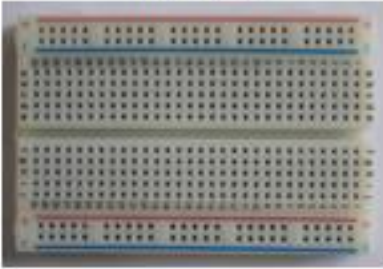
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<sup>1</sup> Hamilton–Smith, Khondker, & Norris, n.d.

<sup>2</sup> Mondal, 2014

## Materials:

Breadboard



USB Cord



Arduino Uno (RedBoard)



Jumper Wires



Ultrasonic Sensor



Infrared Proximity Sensor



Infrared Jumper Wire



## Procedure:

### 2.1 Calibrate and use an ultrasonic range finder

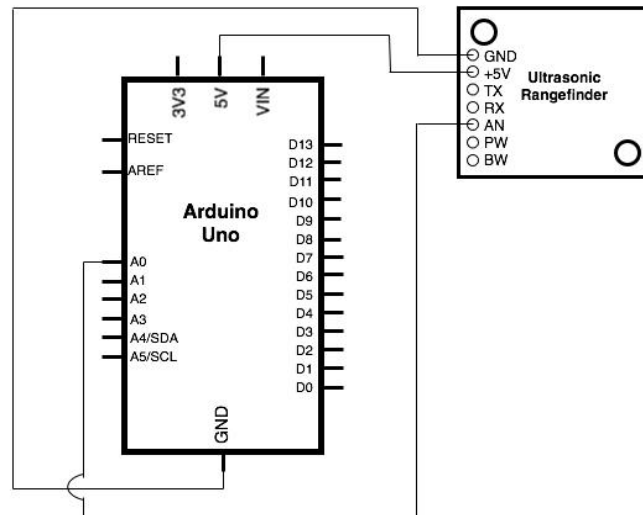
For this section you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- Ultrasonic Range Finder
- Wires

#### *Building the Circuit*

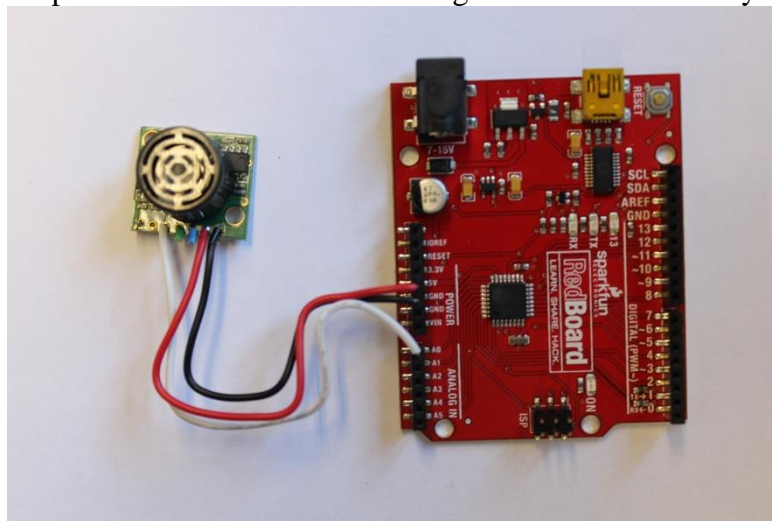
The first thing you will need to do is to attach wires to your ultrasonic sensor. In order to do this, you will need to use a soldering iron. A soldering iron will heat up to melt solder, often times a mix of tin and lead, onto the the wires and the ultrasonic sensor. Here is a link to a soldering tutorial: <https://www.youtube.com/watch?v=BLfXXRfRIzY>

Once the solder cools, and the wires are soldered onto the sensor, connect the ground on the ultrasonic sensor to the ground on the Arduino, connect the 5V on the sensor to the 5V on the board, and the connect the AN pin to any analog input pin on the Arduino. Figure 17 shows a traditional wiring diagram.



**FIGURE 17: 2.1 WIRING DIAGRAM**

And in Figure 18 is a photo of how the ultrasonic range finder hooks directly up to the Arduino.



**FIGURE 18: 2.1 BUILT CIRCUIT**

### *Writing the Program*

For this code you only need to set up a serial monitor as in module 1.3. You will need to set your Arduino to read whichever analog input that is connected to your Rangefinder, and have it convert the measurement to inches with a decimal. Then add a delay as shown in module 1.1, but only for 0.1 seconds to allow time in between measurements. The frequency of ultrasonic is over 20,000 Hz, which means that the time it takes for a single wave to oscillate is at most  $5 \times 10^{-5}$ s, so 0.1 seconds gives plenty of time for a wave to oscillate. However, this delay is not based on frequency it is to help with readability of your serial monitor. If the delay was only 0.01s you would have 100 readings each second. This code can be written using only commands



from the introduction module. The raw data collected from the sensor will not be an actual distance measurement so the code should perform a linear fit.

$$y = mx + b$$

Figure 19 is an example of the code.

```
Module_2.1 §
void setup()
{ Serial.begin(9600); }

void loop()
{ int sensor, inches, x;
  sensor = analogRead(0); // This reads the input from pin 0

  //The code below prints out the uncalibrated sensor data. Once you collect calibration data comment it out
  Serial.println(sensor,DEC);

  // The code below here prints out the calibrated value once you know your fit uncomment it and add m and b values
  // inches = sensor * m + b; // This converts the reading from the sensor into inches
  //Serial.println(inches,DEC); // This prints out the number with a decimal
  delay(100); }
```

FIGURE 19: CODE FOR 2.1

### Performing the Experiment

Take the distance sensor and set up the circuit with a set of code that prints out the raw sensor data. Now place an object a known distance from the sensor (6 inches for example) and record both the distance measured and the sensor value. Move the object farther away (3 inches further for example) and repeat the recording. Continue this until the distance sensor does not give a consistent reading anymore. Plug this data into a spreadsheet and generate a linear fit as seen below in Figure 20. Add this calibration to your code and check your results.

Sensor	Inches
9.5	6
13	9
18	12
25	16
32	20
39	24
46	28
53	32
60	36
67	40
74	44

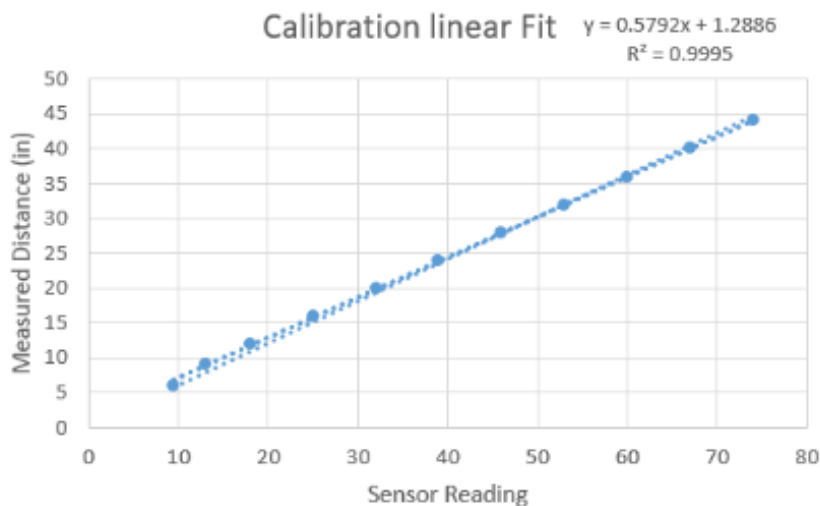


FIGURE 20: TABLE AND GRAPH OF DATA USED FOR CALIBRATION

## 2.2 Calibrate and use an IR sensor

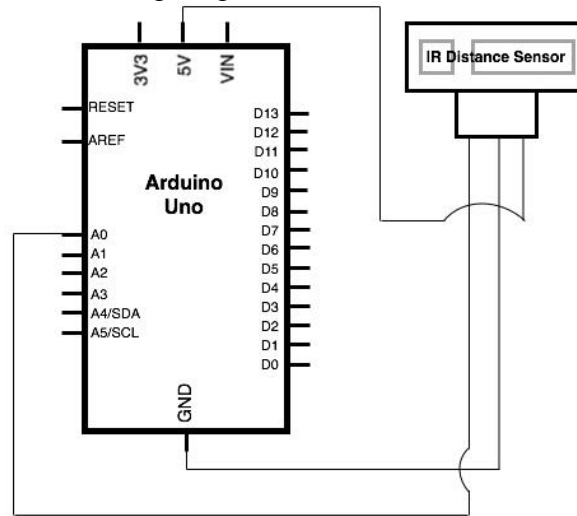
For this section you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- IR Proximity Sensor
- IR Jumper Wire

### *Building the Circuit*

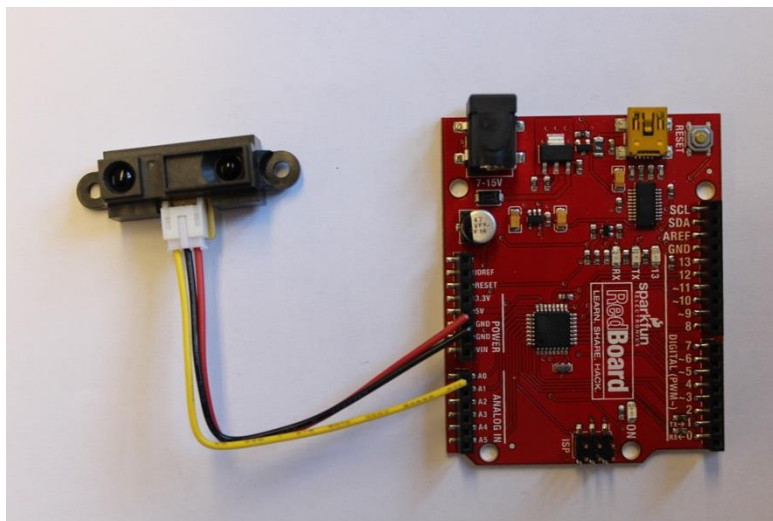
Connect the IR jumper wire to the IR distance sensor. Connect the red wire to the 3.3V on the Arduino, the yellow wire to one of the analog pins, and the black wire to the ground.

Figure 21 provides a traditional wiring diagram.



**FIGURE 21: 2.2 WIRING DIAGRAM**

Figure 22 shows how the infrared proximity sensor hooks up to the Arduino in only three places, power, ground, and an analog input.



**FIGURE 22: 2.2 BUILT CIRCUIT**

### ***Writing the Program***

You need to identify which analog input will be read by the Arduino. Then you should start up a serial monitor as done previously. Then have it read the value from the input, and print that value on your serial monitor. The code is the same as in module 2.1.

### ***Performing the Experiment***

For the infrared proximity sensor, you will need to calibrate it similarly to the way that you calibrated the ultrasonic range finder. You will want to plot the value the sensor reads with the distance away the object is. This relationship might not be linear.

### **2.3 Compare the two sensors**

Choose four items and place at each distance, a few inches away, about a foot away, between 1-2 feet away, and between 2-4 feet away. Be sure to measure each of these distances with a measuring tape or ruler, to have a known measurement. Then measure each distance with each sensor. Calculate the percent error with each measurement. With which distances was the ultrasonic rangefinder more accurate, and with which was the IR sensor?

	Item 1		
	Reference Measurement	Sensor Measurement	Percent Error
Infrared Sensor			
Ultrasonic Sensor			

	Item 2		
	Reference Measurement	Sensor Measurement	Percent Error
Infrared Sensor			
Ultrasonic Sensor			

	Item 3		
	Reference Measurement	Sensor Measurement	Percent Error
Infrared Sensor			
Ultrasonic Sensor			

	Item 4		
	Reference Measurement	Sensor Measurement	Percent Error
Infrared Sensor			
Ultrasonic Sensor			

## Module 3: Motor Control

In order to complete this module, the introduction module should be completed. This module provides information about motors, controlling motors, and H-bridges. The experiments include controlling a DC gear motor, a servo, a stepper motor, and creating a sun tracker with the use of photocells.

### Objectives:

- Learn about the functions and about how to control motors
  - DC motors
  - Servo motors
  - Stepper motors
- Be able to identify which type of motor is best for various applications

### Background:

Motor controls on any system govern the movements and motion of the body. For any mechanical body that moves, a motor is in place to provide the movement. Motors come in many varieties for specific jobs, but all are classified under either DC or AC based on how it works.<sup>1</sup> DC motors use electricity running through a wire and some metal “bristles” to create a static magnetic field. Within the wire loop is a permanent magnetic that is the polar opposite of the created magnetic field. This opposite polarity causes the magnet to spin creating mechanical energy that is utilized in whatever system it is installed in. AC motors utilize the magnetic field differently by having the magnetic field oscillate between directions, causing the magnet in the middle to move constantly to try to “catch up” with the magnetic field.<sup>2</sup> Each type of motor uses magnetism to produce mechanical energy but each type comes with its own strengths and weaknesses.

Each type of motor has pros and cons that dictate which should be used to accomplish a goal or provide a certain outcome. AC motors can keep up a constant speed for a long period of time and benefits from being simpler than a DC motor but the motor is heavier than a comparable power DC motor. A major strength of DC motors is running on DC current which is what is supplied from most battery packs so it eliminates the need for AC rectifiers that AC motors need to run off batteries. The speed of a DC motor depends on the amount of voltage being put into the motor, this makes controlling the speed far easier than an AC motor. This module focuses on DC motors because of their simplicity in implementation and versatility.

Within the DC motor classifications there are three main types, DC gear motors, servo motors and stepper motors. Gear motors are dc motors with a gearbox that spin continuously when voltage is applied and stops when the voltage is removed. Servo-motors operate over a limited rotational range, typically 90 or 180 degrees of rotation. The benefit of servo motors is that they can be positioned precisely and have a holding torque so they can be used for control applications where something needs to be moved a precise amount and held in position. The Stepper Motor functions like a hybrid and can rotate continuously but can make precise rotations and when it stops it has a holding torque that prevents rotation. Stepper-motors have multiple small electromagnets; one on an outer ring and one on an inside ring, on opposite ends of each

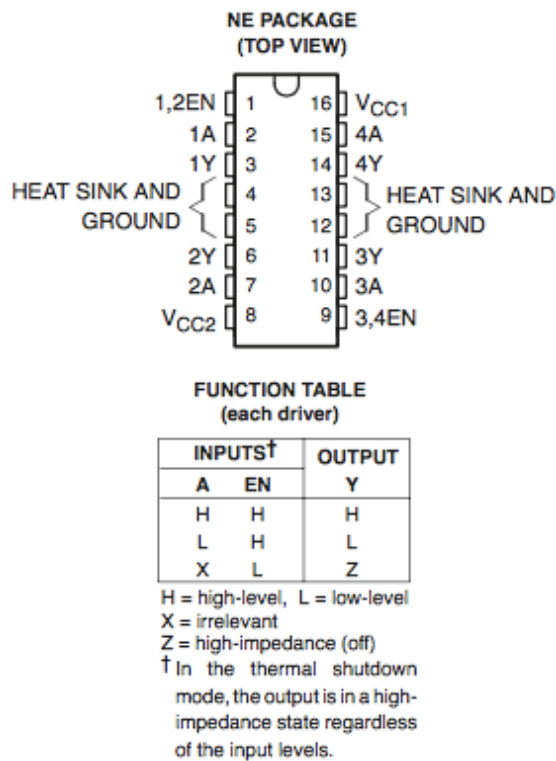
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<sup>1</sup> Different types of motors and their use, 2016

<sup>2</sup> Woodford, Induction motors, 2017

other to create concentrated magnetic fields. With these smaller magnets the stepper is able to make “half-steps” in which you can control even further the movement of the inner ring but also control the angle in which the inner ring stops at. This enables the ability stop the rotation at a certain point generating the holding torque.<sup>1</sup>

You can control these motors with an H-bridge. An H-bridge is an electronic circuit in itself. It has a certain amount of switches. The switches are separated in pairs and depending on which set of switches are open, the electricity flows in a particular direction. If the other set of switches is open the electricity will flow in the other direction.<sup>2</sup> The H-bridge included in your kit is a Texas Instruments SN754410 Quadruple Half-H Driver. Figure 23 shows a diagram of an H-bridge.



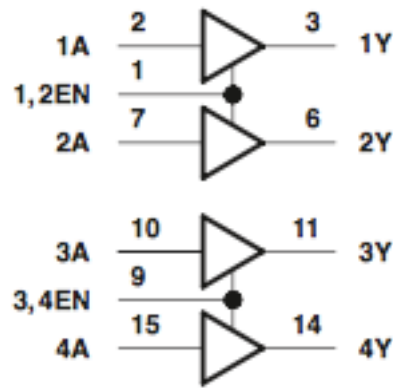
**FIGURE 23: H-BRIDGE DIAGRAM<sup>3</sup>**

Figure 23 delineates what each pin on the H-bridge does. Pin 1 and pin 9 are both enable pins. Depending on whether the enable pin is high or low will determine if the motor is on or off. Figure 23 depicts a function table for the H-bridge. Whenever the enable pin is set to low, the output is high-impedance or (off). In Figure 24 is the logic diagram of the H-bridge.

<sup>1</sup> Woodford, Stepper motors, 2017

<sup>2</sup> Sarafan, n.d.

<sup>3</sup> SN754410 Quadruple Half-H Driver, 2015



**FIGURE 24: H-BRIDGE LOGIC DIAGRAM<sup>1</sup>**

All the triangles in the diagram are “buffer” gates. “Buffer” gates are a type of logic gate. Many logic gates have only two states, high and low. These have three possible states high, low, and high-impedance. High means that the motor is obtaining current from the positive voltage terminal whereas low means it is obtaining current from the negative. High-impedance is when the circuit is disconnected and therefore the motor is off.

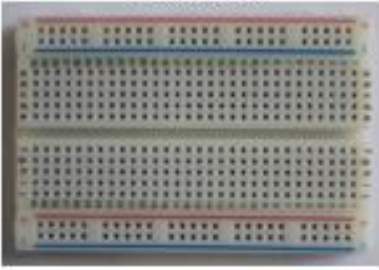
For this module you will be controlling both a DC gear motor and a stepper motor using an H-bridge. You will need to use your breadboard in order to build these circuits. You will not need to use all the pins on the H-bridge, but make sure to count pins starting from the left of the semi-circle on the top.

<sup>1</sup> SN754410 Quadruple Half-H Driver, 2015



## Materials:

Breadboard



USB Cord



Arduino Uno (RedBoard)



DC Gear Motor



Servo Motor



Stepper Motor



Jumper Wires



H-Bridge



Photocell



10k $\Omega$  Resistor



## Procedure:

### 3.1 Use an H-bridge to control a DC motor

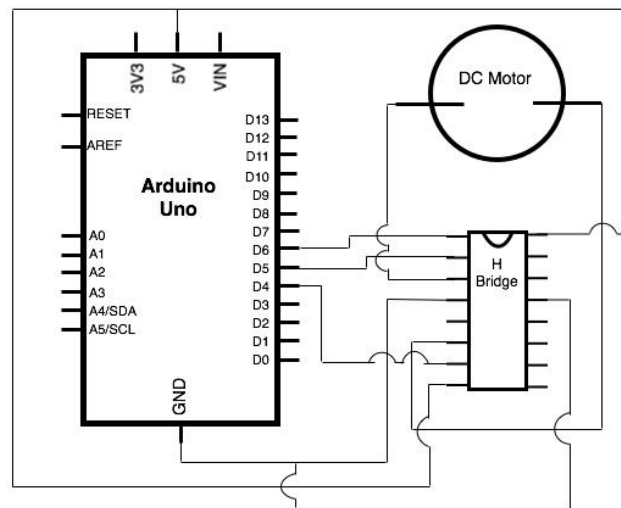
For this section you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord

- Jumper Wires
- DC Gear Motor
- H-Bridge

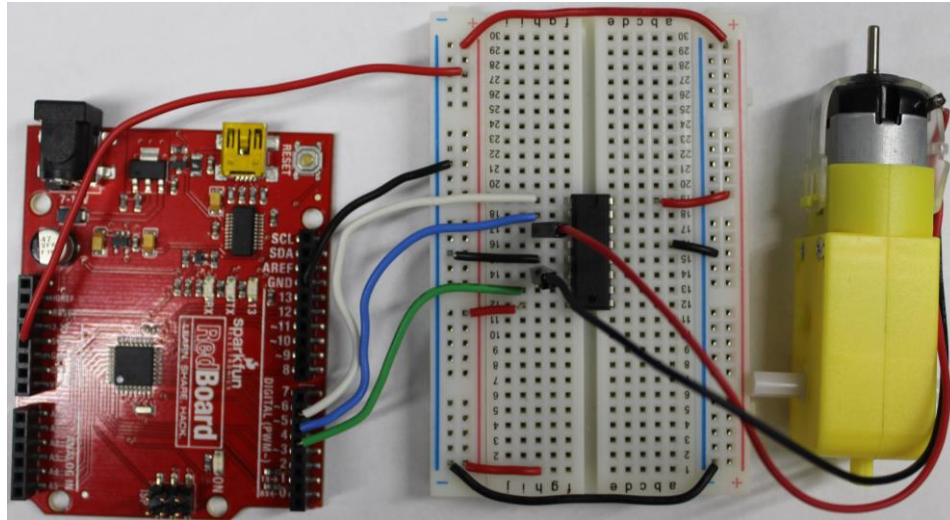
### ***Building the Circuit***

The circuit for this section utilizes an integrated circuit called an H-bridge. The H-bridge gets data connections from the Arduino as well as power supply from it and an output to the motor. The value of using an H-bridge instead of directly controlling the motor from the Arduino is to allow a larger power supply to be used with a bigger motor than can be handled by the Arduino itself. The H-bridge requires data connections to the Arduino as well as power connections and connections to the motor to be controlled. The bridge has two sizes and is capable of controlling two motors. At the end of this part try modifying the code and circuit to drive both DC motors provided in the kit. In Figure 25 is the wiring diagram.



**FIGURE 25: 3.1 WIRING DIAGRAM**

In Figure 26, there is a photo of the built circuit showing the motor and the wires connecting it to the H-bridge.

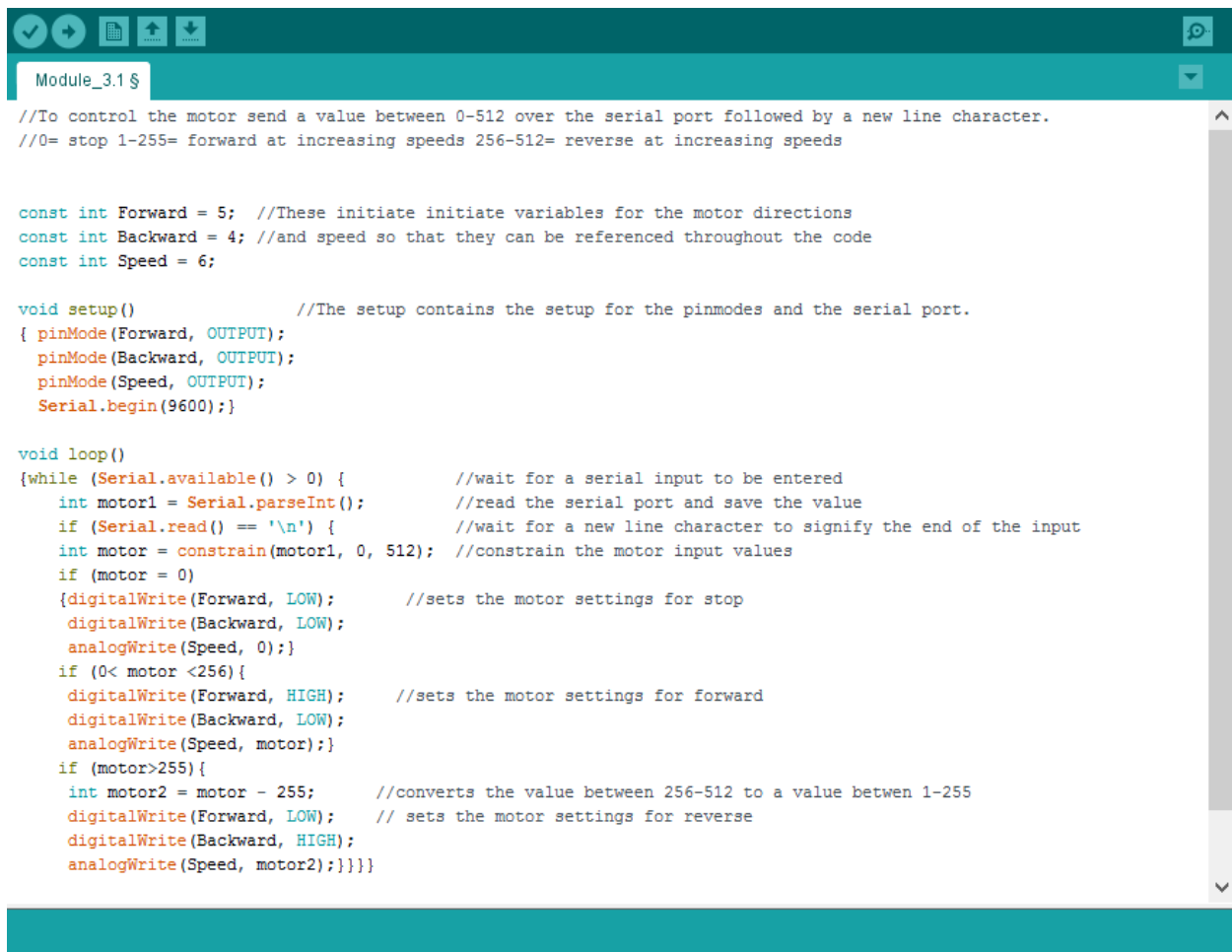


**FIGURE 26: 3.1 BUILT CIRCUIT**

### *Writing the Code*

The code for this part is straight-forward performing one main loop that is all functions covered in module one. First the code waits for data from the serial port and then reads this data instructing it which way to turn and how fast. The code takes this data and using if statements determines what direction it should turn and at what speed. The code then writes the to the pins to set the direct and then the speed of the motor. The code then waits for further instructions. This code can be written using only the commands that were used in the introduction module.

Figure 27 provides an example code that will run the DC motor.



```
Module_3.1 $
//To control the motor send a value between 0-512 over the serial port followed by a new line character.
//0= stop 1-255= forward at increasing speeds 256-512= reverse at increasing speeds

const int Forward = 5; //These initiate initiate variables for the motor directions
const int Backward = 4; //and speed so that they can be referenced throughout the code
const int Speed = 6;

void setup() //The setup contains the setup for the pinmodes and the serial port.
{ pinMode(Forward, OUTPUT);
  pinMode(Backward, OUTPUT);
  pinMode(Speed, OUTPUT);
  Serial.begin(9600);}

void loop()
{while (Serial.available() > 0) { //wait for a serial input to be entered
  int motor1 = Serial.parseInt(); //read the serial port and save the value
  if (Serial.read() == '\n') { //wait for a new line character to signify the end of the input
    int motor = constrain(motor1, 0, 512); //constrain the motor input values
    if (motor == 0)
    {digitalWrite(Forward, LOW); //sets the motor settings for stop
      digitalWrite(Backward, LOW);
      analogWrite(Speed, 0);}
    if (0< motor <256){
      digitalWrite(Forward, HIGH); //sets the motor settings for forward
      digitalWrite(Backward, LOW);
      analogWrite(Speed, motor);}
    if (motor>255){
      int motor2 = motor - 255; //converts the value between 256-512 to a value between 1-255
      digitalWrite(Forward, LOW); // sets the motor settings for reverse
      digitalWrite(Backward, HIGH);
      analogWrite(Speed, motor2);}}}}
```

FIGURE 27: CODE FOR 3.1

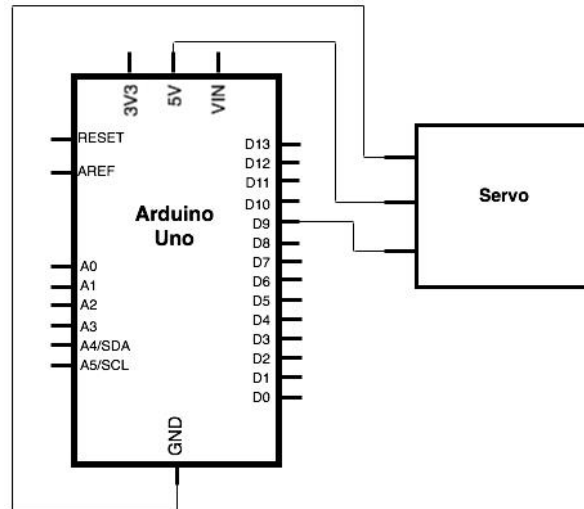
### 3.2 Control a servo and check accuracy

For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB cord
- Servo motor
- Jumper Wires

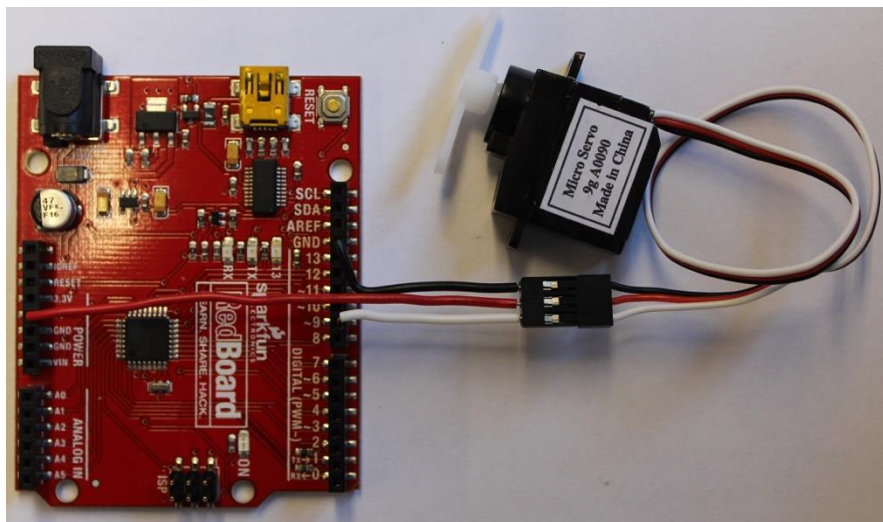
#### *Building the Circuit*

The circuit for the servo is extremely simply. All a servo requires is a ground, 5V and data connected to its black, red and white pin respectively. The servo has on board logic that takes the data input and cycles the motor appropriately to rotate the servo to the desired position. Figure 28 shows a traditional wiring diagram.



**FIGURE 28: 3.2 WIRING DIAGRAM**

Figure 29 shows a picture of the built circuit. It shows that you only need three jumper wires to connect the motor to the power, ground, and a digital input/output pin.



**FIGURE 29: 3.2 BUILT CIRCUIT**

### *Writing the Code*

The code for this section uses three new functions.

```
#include <
```

This allows you to include functions from other Arduino libraries. In this case you will be using functions from the Servo.h library.

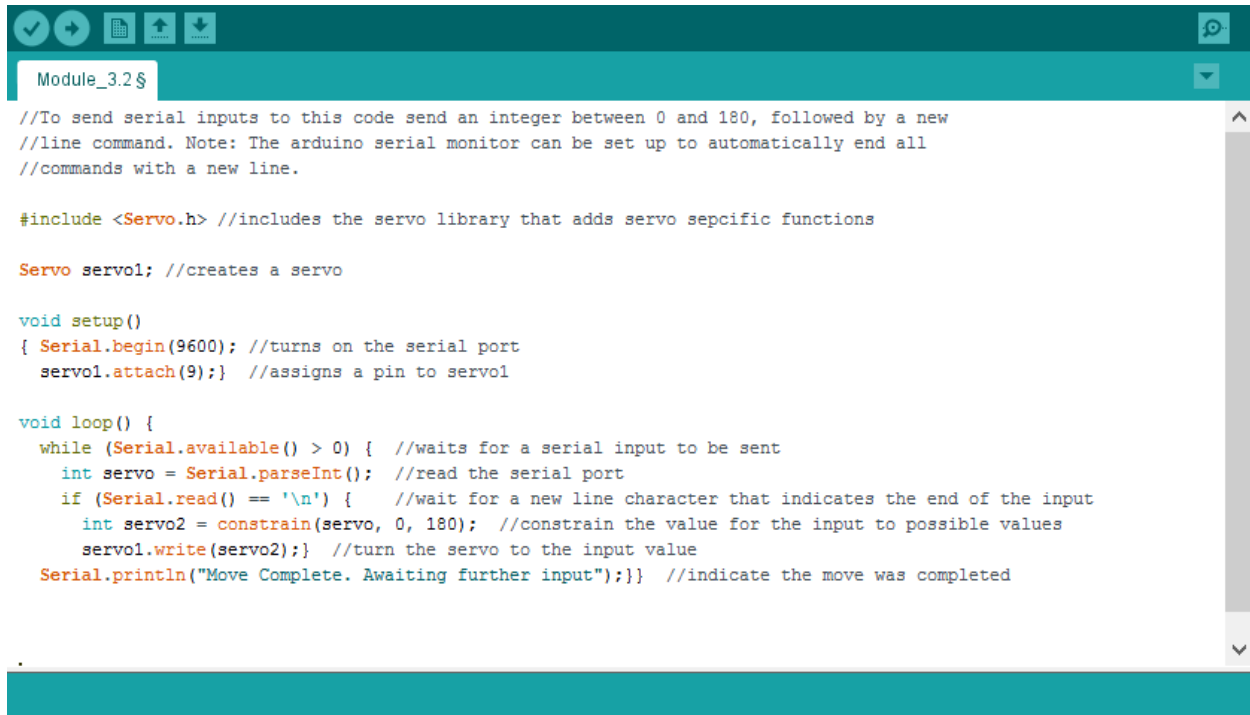
```
servo1.attach(servopin);
```

The attach function sets up that there is a servo attached to the specified pin (in this case the pin a variable called servopin).

```
servo1.write(90);
```

Once a servo has been defined the it can be written to using the write function. The right function writes a position to the servo (a value between 0 and a number number usual 90 or 180 based on the servos rotational range).

Utilizing these functions, a simple code can be written that accepts serial inputs and move the servo to the appropriate location. An example of a working code is shown in Figure 30.



```
Module_3.2$  
//To send serial inputs to this code send an integer between 0 and 180, followed by a new  
//line command. Note: The arduino serial monitor can be set up to automatically end all  
//commands with a new line.  
  
#include <Servo.h> //includes the servo library that adds servo sepcific functions  
  
Servo servol; //creates a servo  
  
void setup()  
{ Serial.begin(9600); //turns on the serial port  
  servol.attach(9);} //assigns a pin to servol  
  
void loop() {  
  while (Serial.available() > 0) { //waits for a serial input to be sent  
    int servo = Serial.parseInt(); //read the serial port  
    if (Serial.read() == '\n') { //wait for a new line character that indicates the end of the input  
      int servo2 = constrain(servo, 0, 180); //constrain the value for the input to possible values  
      servol.write(servo2); //turn the servo to the input value  
      Serial.println("Move Complete. Awaiting further input");} //indicate the move was completed  
  }
```

FIGURE 30: CODE FOR 3.2

### 3.3 Use an H-bridge to control a stepper motor

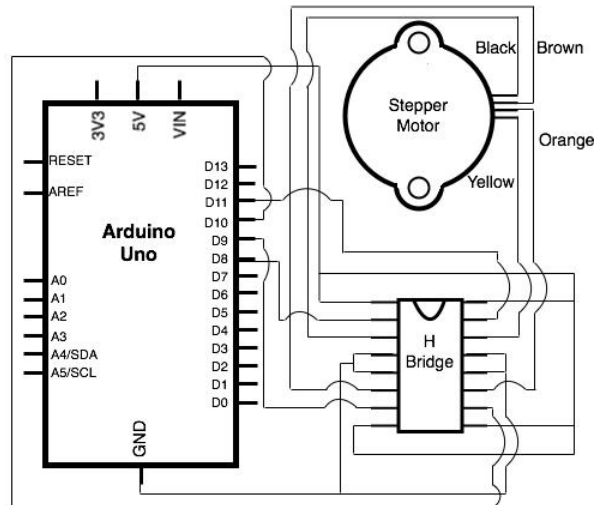
For this part you will need the following components:

1. Arduino Uno
2. Breadboard
3. USB cord
4. Jumper wires
5. stepper motor
6. H-Bridge

#### *Building the Circuit*

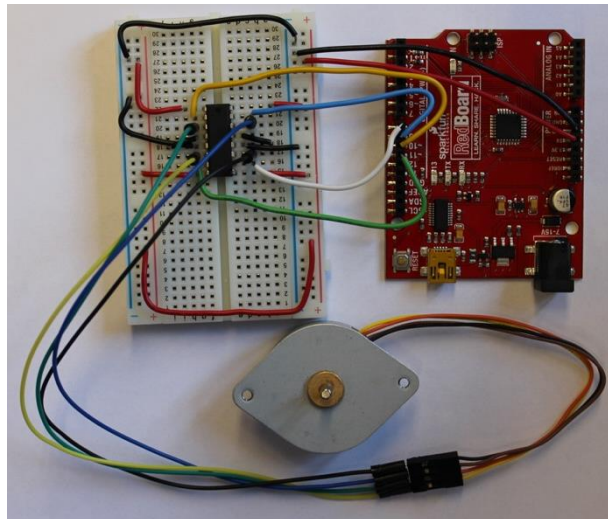
For this part a circuit will be built that uses an h-bridge to drive a stepper motor. The circuit is rather complicated take particular attention to make sure all the stepper motor wires are connected to the right locations as indicated. If the wires become crossed it can cause the motor to bind up and it will not turn. The stepper motor contains two magnetic coils which requires it to use both sides of the h-bridge to control both of its coils. In Figure 31 is a wiring diagram for the stepper motor.





**FIGURE 31: 3.3 WIRING DIAGRAM**

Figure 32 is a photo of the circuit for the stepper motor. It displays both the H-bridge and the stepper motor.



**FIGURE 32: 3.3 BUILT CIRCUIT**

### *Writing the Code*

The code for this part utilizes a purpose built library for controlling stepper motors which greatly simplifies the required code. First follow the example code below and create a code that makes the motor rotate a fixed number of steps in each direction. You will need to use commands from the Stepper.h library.

You will also need three new commands in order to complete this part of the module.

`Stepper(steps, pin1, pin2, pin3, pin4)`

This command lets the Arduino know that there is a stepper motor and to which pins the stepper motor is connected to, and how many steps the stepper will take.

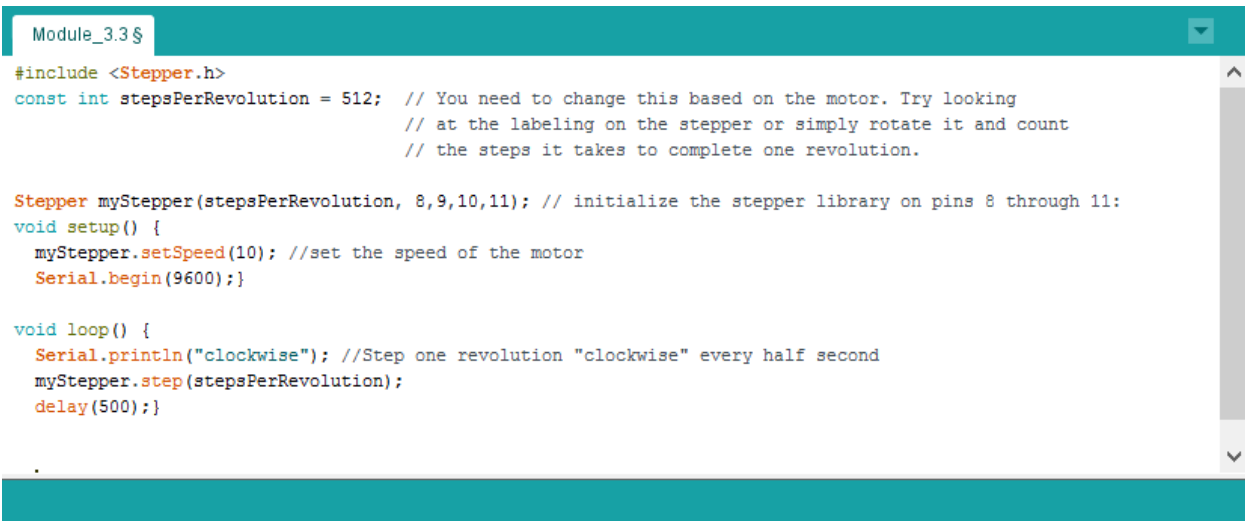
`setSpeed();`

This sets the speed that the stepper motor will rotate in RPMs.

**step();**

This gives the number of steps that the stepper motor will take. In order to maximize the amount of control you have over your stepper motor you should use a high speed and only go a few steps.

An example of this code is shown in Figure 33.



```
Module_3.3 $
#include <Stepper.h>
const int stepsPerRevolution = 512; // You need to change this based on the motor. Try looking
// at the labeling on the stepper or simply rotate it and count
// the steps it takes to complete one revolution.

Stepper myStepper(stepsPerRevolution, 8,9,10,11); // initialize the stepper library on pins 8 through 11:
void setup() {
  myStepper.setSpeed(10); //set the speed of the motor
  Serial.begin(9600);}

void loop() {
  Serial.println("clockwise"); //Step one revolution "clockwise" every half second
  myStepper.step(stepsPerRevolution);
  delay(500);}
```

**FIGURE 33: CODE FOR 3.3**

### *Performing the Experiment*

Place a tape flag on the output shaft or mark it to help you identify how many steps it takes to complete one full revolution. This will be required for the second part. Once the first part is complete. Modify the code using the code for the RGB LED in module one as an example to take serial input to control the motor. Make a code that takes three pieces of data in to control the direction, speed and number of steps to take.

### **3.4 Create a sun tracker**

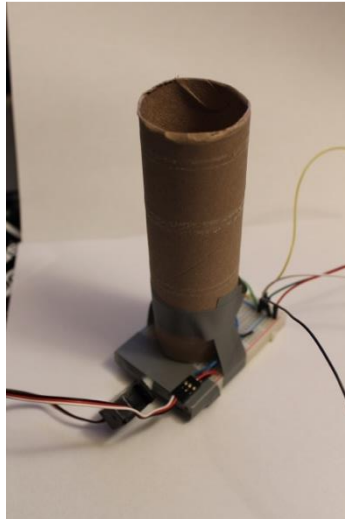
For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB cord
- Jumper wires
- servo motor
- Two 10k ohm resistors
- Two photocells
- Tape (not provided)
- Cardboard tube (not provided)

For the final circuit take note that the physical structure of the circuit is important. Set up the pair of photocells on the breadboard spacing them approximately an inch apart (note you must be



able to slide the cardboard tube over them. Now on the axis perpendicular to both the line between the two photocells and perpendicular to the longitudinal axis of the cardboard tube connect the servo so its axis of rotation lines up with the axis that was just defined. (see photo below) Connect the servo to the Arduino as was done in part two. Figure 34 shows how the final sun tracker might look.



**FIGURE 34: THE BUILT SUN TRACKER**

The code for this section reads a pair of light sensors. As a light source moves left or right one of the two sensors will go into shadow and the code detects when the sensor goes into shadow by detecting a difference between the two sensors (note using a difference vs. an absolute cutoff to define darkness makes the system auto adjusting to ambient light levels). Once the difference is detected the code will turn the servo to repoint the sensors towards the light source until it detects the difference has disappeared.

## Module 4: Temperature Measurements

This module requires that the introduction module has already been completed. This module provides information about temperature, properties related to temperature, and each of the sensors that will be used. In Module 4 you will perform experiments that show how to calibrate thermal sensors. The experiments include, calibrating a thermistor, thermometer, and thermocouple, using all three to measure temperature, and calculating heat flux from measurements.

### Objectives:

- Learn how to calibrate thermal sensing devices
  - Thermistor
  - Infrared thermometer
  - Thermocouple
- Measure temperature using temperature sensors
- Calculate heat flux from measured change in temperature

### Background:

All physical components can be affected by temperature. Due to the fundamental molecular structure, many other properties are related to temperature such as pressure, volume, and resistance. Some of these relationships are easier to see than others. The relationship between temperature and pressure can easily be noticed in the winter. Whenever the first cold front of the season comes in, your car tires lose air pressure. If you do not bother to put more air in the tires, by the end of winter when the weather heats up, your car tires pressure will increase again. That is because there is a direct correlation between temperature and pressure; as temperature decreases the pressure also decreases. The ideal gas law models this phenomenon,  $PV = mRT$ , where  $P$  is pressure,  $V$  is volume,  $m$  is the mass of the gas,  $R$  is the ideal gas constant, and  $T$  is temperature.<sup>1</sup>

There are two common scales for measuring temperature Celsius and Fahrenheit. The Celsius or centigrade scale is based off the freezing and boiling point of water at atmospheric pressure or 101 kPa. Both Celsius and Fahrenheit have absolute scales, Kelvin and Rankine respectively. Zero on both the Rankine and Kelvin represents absolute zero.<sup>2</sup> Conversions at selected pressures can be seen in Figure 35.

---

<sup>1</sup> Clark, 2013

<sup>2</sup> Holman, 1994

Temperature in °F	Temperature in °R	Temperature in °C	Temperature in K
----- -----	$^{\circ}F + 459.67$	$\frac{5}{9}^{\circ}F - 17.78$	$\frac{5}{9}^{\circ}F - 255.37$
$^{\circ}R - 459.67$	----- -----	$\frac{5}{9}^{\circ}R - 237.59$	$\frac{5}{9}^{\circ}R$
$\frac{9}{5}^{\circ}C + 32$	$\frac{9}{5}^{\circ}C + 491.67$	----- -----	$^{\circ}C + 273.15$
$\frac{9}{5}K - 459.67$	$\frac{9}{5}K$	$K - 273.15$	----- -----
$-459.67^{\circ}F$	$0^{\circ}R$	$-273.15^{\circ}C$	$0 K$
$0^{\circ}F$	$459.67^{\circ}R$	$-17.78^{\circ}C$	$255.37 K$
$32^{\circ}F$	$491.67^{\circ}R$	$0^{\circ}C$	$273.15 K$
$100^{\circ}F$	$559.67^{\circ}R$	$37.78^{\circ}C$	$310.93 K$
$212^{\circ}F$	$671.67^{\circ}R$	$100^{\circ}C$	$373.15 K$

**FIGURE 35: TEMPERATURE CONVERSION CHART**

Traditionally the mercury thermometer is based off the relationship that as temperature increases so does volume. The glass thermometer used to contain mercury in a narrow tube and as the mercury heats up, the volume increases and the mercury expands up the tube in the thermometer. However, due to the toxicity of mercury, most thermometers use surrogates or another red fluid instead.

There is a plethora of temperature or heat sensors on the market. One mode of classifying them is: contact temperature sensors and noncontact temperature sensors. Contact temperature sensors mean that the sensor must touch or make physical contact with whatever is being measured such as a common thermometer. Non-contact sensors measure the changes in temperature by radiation of liquids and gases, like an infra-red sensor.<sup>1</sup>

Infrared temperature sensors measure surface temperatures by radiation. Infra-red waves are radiation waves, with a slightly longer wavelength than red on the visible electromagnetic spectrum. The thermometer sends out infrared waves which bounce off at whichever object the thermometer is pointed at. The difference in heat from the waves coming off the objects and the heat of the object's surroundings are measured with an infrared thermometer.<sup>2</sup> It uses a lens to focus light from the object being measured onto a thermopile, or detector. Thermopiles are often made of multiple thermocouples connected in series. The thermopile sends an output voltage proportional to the difference of the object temperature and the temperature of the thermopile. This voltage is measured and converted to a corresponding temperature using a known regression equation.<sup>3</sup> Infrared thermometers have many advantages. Along with being fast, they are also great for taking temperatures of objects that should not be touched. They are, however, less ideal for humid and dirty or dusty environments, as dust or dirt will compromise the temperature reading accuracy.<sup>4</sup>

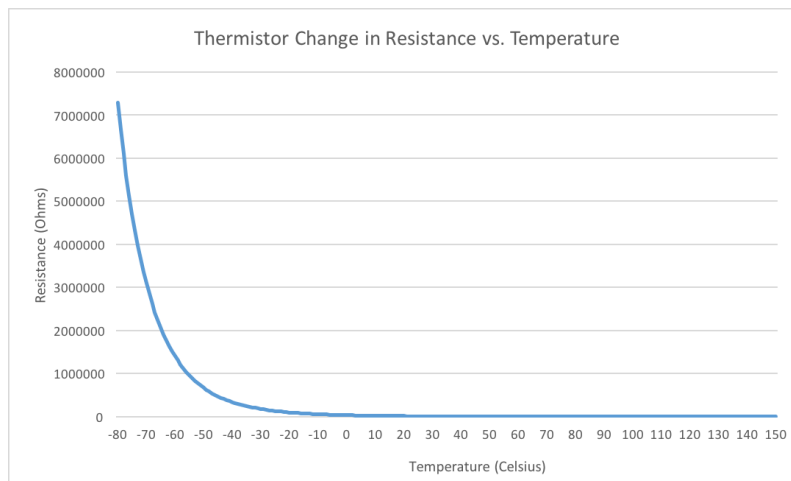
<sup>1</sup> Temperature Sensors, 2016

<sup>2</sup> General Tools, 2016

<sup>3</sup> General Tools, 2016

<sup>4</sup> Dumey, 2014

Thermistors are another temperature sensor. Based on the temperature of the thermistor, its resistance will change which can be measured as a voltage drop in a circuit if current is constant as shown in Ohm's Law  $V = I \cdot R$ . Thermistors are often made from ceramics like nickel oxides or glass-coated cobalt. This ceramic material allows for a quicker response to temperature changes, as well as the thermistor will be more accurate.<sup>1</sup> Benefits of using a thermistor are that they are inexpensive, small, highly sensitive, and long-lasting. Thermistors are very stable temperature sensors. Some disadvantages include that the thermistor's output data is nonlinear, the response time is measured in multiple seconds,<sup>2</sup> and thermistors have a center temperature that they measure and their range of measurements are usually limited to within 50°C of this temperature. The relationship between resistance and temperature is a nonlinear relationship that is modeled by the Steinhart-Hart equation  $\frac{1}{T} = A + B \ln(R) + C[\ln(R)]^3$  where  $T$  is temperature in Kelvin,  $R$  is the resistance at  $T$  in ohms, and  $A$ ,  $B$ , and  $C$  are the Steinhart Hart coefficients which vary based on the type of thermistor and the temperature range.<sup>3</sup> This is often times linearized with an added resistance in parallel or series.<sup>4</sup> Figure 36 a nonlinear graph showing the change of resistance versus the change in temperature for thermistors.



**FIGURE 36: RELATION BETWEEN THERMISTOR'S CHANGE IN RESISTANCE AND TEMPERATURE<sup>5</sup>**

Figure 36 shows that changing the temperature from -80 °C to -60 °C, a range of 20 °C, creates a large change in over 400kΩ of resistance. Figure 37 illuminates the nonlinearity of the sensor for a temperature range extending 200 °C. However, in smaller temperature ranges such as the range shown in Figure 38, the resistance drop in respect to change in temperature is almost linear.

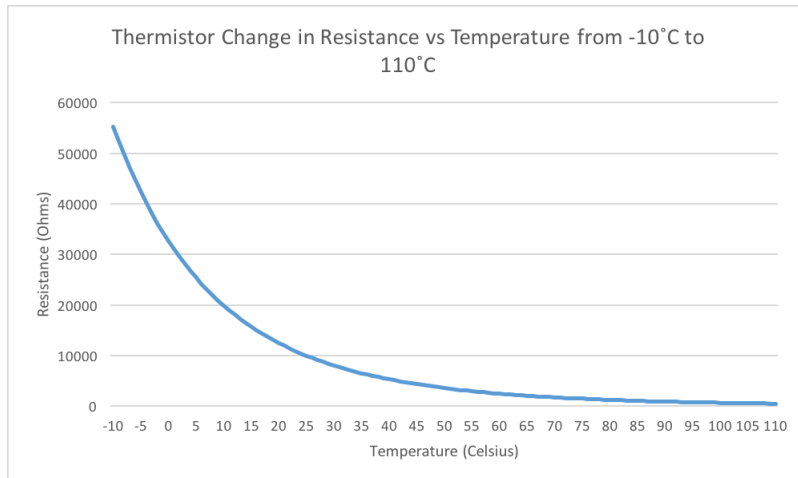
<sup>1</sup> General Tools, 2016

<sup>2</sup> Thermistors, n.d.

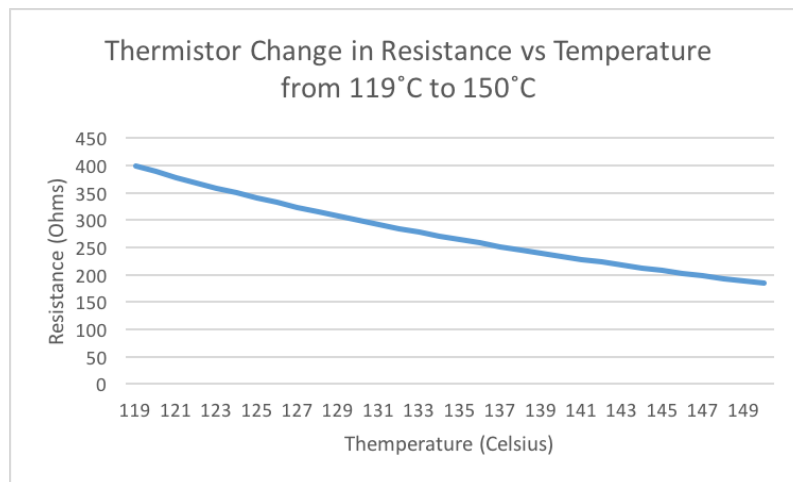
<sup>3</sup> Steinhart-Hart Thermistor Calculator, 2016

<sup>4</sup> Burris, 2016

<sup>5</sup> P/N 1600-10K Thermistor, 2012



**FIGURE 37: CHANGE IN RESISTANCE OVER 120 °C**



**FIGURE 38: CHANGE IN RESISTANCE OVER 40 °C**

Some examples of when thermistors are used are microwaves, circuit protectors, cars, and digital thermometers. In a microwave thermistors help to keep the internal temperature constant, without it the microwave could overheat. Thermistors also measure the oil's and various coolants' temperature in cars.<sup>1</sup>

Thermocouples are temperature sensors that are made of two different metal wires connected at a point, called a "junction." When there is a difference in temperature, a voltage is created which can be converted into a temperature by using a reference table.<sup>2</sup> Thermocouples are often covered in order to protect them from external elements.

Thermocouples come in various types and with various junctions. There are eight main types of thermocouples. Each type of thermocouple is made of different materials and has different properties. The thermocouple that is used in this module is a Type K. Type K's are the most common type of thermocouple; they are inexpensive, accurate, and can measure a wide range of temperatures. One of the wires is made from Nickel-Chromium and the other Nickel-

<sup>1</sup> Different Uses for Thermistors, 2014

<sup>2</sup> What is a Thermocouple?, 2011

Alumel. This thermocouple can measure from -455 °F to 2,300 °F, with an accuracy of  $\pm 0.75\%$ .<sup>1</sup> Thermocouples are used in hospitals as thermometers, in engine diagnostic tests, and they are often used as a safety feature in ovens and radiators.<sup>2</sup>

The basis of the circuits that you will be building will require the breadboard, Arduino, USB cord, and jumper wires used in the introduction module. You will also require three temperature sensors. The infrared thermometer and thermistor can just be plugged into your breadboard like the LEDs and resistors in the introduction module. However, the thermocouple, requires the use of extra circuitry, the breakout board, in order to read the voltage created and digitize it so that it can be read by the Arduino.

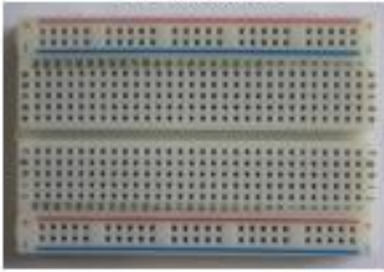
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<sup>1</sup> What is a Thermocouple?, 2011

<sup>2</sup> Lewis, n.d.

## Materials:

Breadboard



USB Cord



Arduino Uno (RedBoard)



Thermistor



Infrared Thermometer



Thermocouple



Jumper Wires



Thermocouple Breakout Board



Logic Level Converter



Thermometer



4.7kOhm Resistor



10kOhm Resistor



## Procedure:

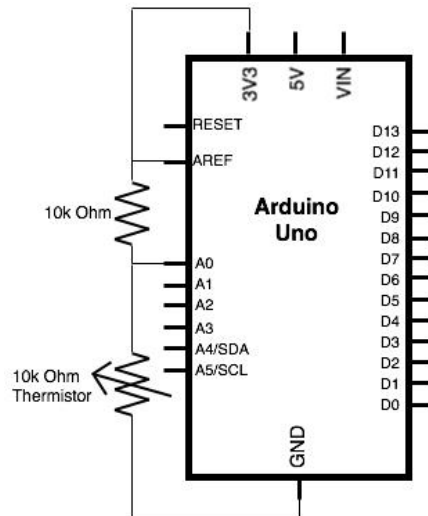
### 4.1 Calibrate a thermistor

For this section you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- 10k $\Omega$  Resistor
- Thermistor
- Electrical tape or heat-shrink tubing
- Thermometer

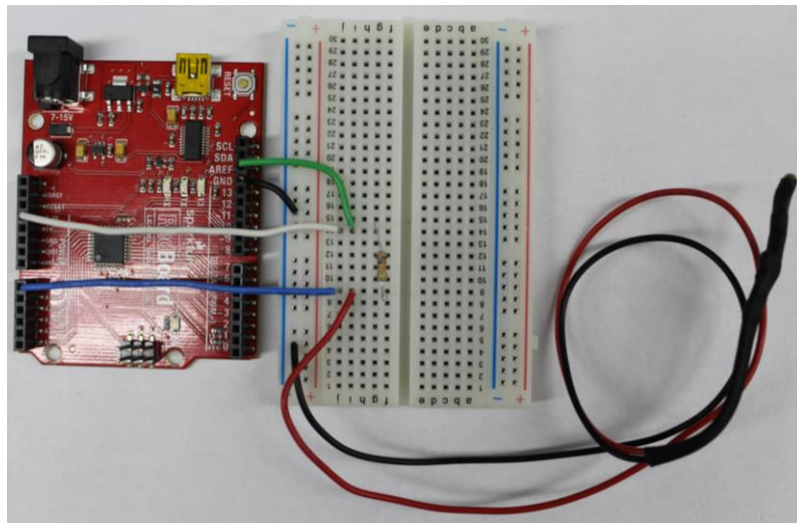
### ***Building the Circuit***

Connect the 3.3 V to AREF, and the 10k $\Omega$  resistor. You need a 10k $\Omega$  resistor as a voltage divider and you want the resistance on both sides to be approximately equal in order to get an accurate measurement. If you used a 1k $\Omega$  or a 1M $\Omega$  your measurement will be compromised. Connect the other side of the resistor to one of the analog pins and the 10k $\Omega$  thermistor. Connect the other side of the 10k $\Omega$  resistor to the ground. Figure 39 shows a traditional wiring diagram.



**FIGURE 39: 4.1 WIRING DIAGRAM**

Figure 40 shows how the built circuit looks. Notice the resistor and the wrapped thermistor connected in series.



**FIGURE 40: 4.1 BUILT CIRCUIT**



## Writing the Code

```
void setup()  
{
```

```
void loop()  
{
```

You will want to set up the function and the function as shown in previous modules. You will also want to include the serial functions from before in order to record the temperatures in a separate window.

```
#define variable value
```

This defines a chosen variable as a value or a pin. Instead of typing out a certain number each time you can define a variable as that number, then if you need to change the number you only have to change it once and not everywhere that you used it. Define can be used with values and with pins.

```
analogReference(type);
```

Analog reference is used to configure the the top of the voltage range for an analog input. There are only certain options, the default setting is a 5V reference voltage, internal is the built-in ATmega168 reference voltage of 1.1V, and external is for a reference voltage of what is applied to the AREF pin.

```
uint8_t variable;
```

Using this will let the Arduino know that the variable will be an integer with a length of 8 bits.

```
float variable;
```

This lets Arduino know that the variable assigned as a float will have a decimal point.

```
for (initialization; condition; increment)  
{//Statements;  
}
```

A *for loop* repeats the statements until the condition is found false. The first thing that happens is the initialization statement, then the condition is tested. Whenever the condition is proven true the statements and increment are enacted, and the condition is then retested. When the condition is untrue then the loop ends.

```
Serial.print(value);
```

Serial.print prints whichever values are within the parenthesis into the serial connection. You can add a base to the expression to have the values printed as binary, octal, etc.

In Figure 41 is an example code that works with a thermistor. At the top are all the defined values that you will need to change to calibrate your thermistor.

```
Module_4.1
#define THERMISTORPIN A0          // Defines A0 as the thermistor pin
#define THERMISTORNOMINAL 10000  // Defines the resistance of the thermistor at room temp.
#define TEMPERATURENOMINAL 25    // Temperature for nominal resistance
#define NUMSAMPLES 5             // Number of samples to take, the more samples the more accurate
#define BCOEFFICIENT 3950        // The thermistor's beta coefficient usually in between 3000 and 4000
#define SERIESRESISTOR 10000     // The resistance of the other resistor
int samples[NUMSAMPLES];

void setup(void)
{ Serial.begin(9600);
  analogReference(EXTERNAL); }

void loop(void)
{ uint8_t i;
  float average;
  for (i=0; i< NUMSAMPLES; i++)
  { samples[i] = analogRead(THERMISTORPIN);
    delay(10); } // This takes N samples with a delay of .01 sec
  average = 0;
  for (i=0; i< NUMSAMPLES; i++)
  { average += samples[i]; } // This averages the samples
  average /= NUMSAMPLES;

  Serial.print("Average analog reading ");
  Serial.println(average);

  average = 1023 / average - 1; // This converts the value to resistance
  average = SERIESRESISTOR / average;
  Serial.print("Thermistor resistance ");
  Serial.println(average);

  float steinhart;
  steinhart = average / THERMISTORNOMINAL; // (R/Ro)
  steinhart = log(steinhart); // ln(R/Ro)
  steinhart /= BCOEFFICIENT; // 1/B * ln(R/Ro)
  steinhart += 1.0 / (TEMPERATURENOMINAL + 273.15); // + (1/To)
  steinhart = 1.0 / steinhart; // Invert
  steinhart -= 273.15; // convert to C

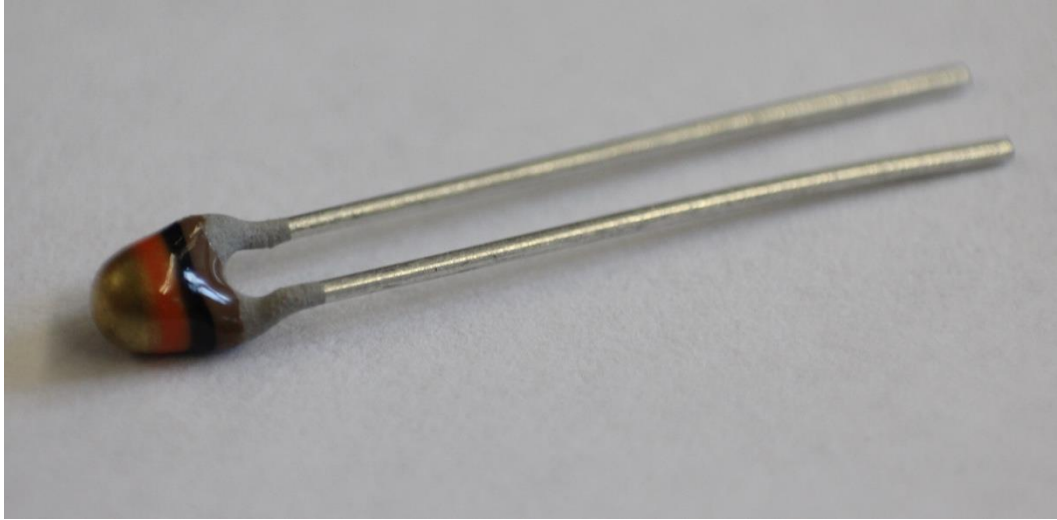
  Serial.print("Temperature ");
  Serial.print(steinhart);
  Serial.println(" *C");

  delay(1000); }
```

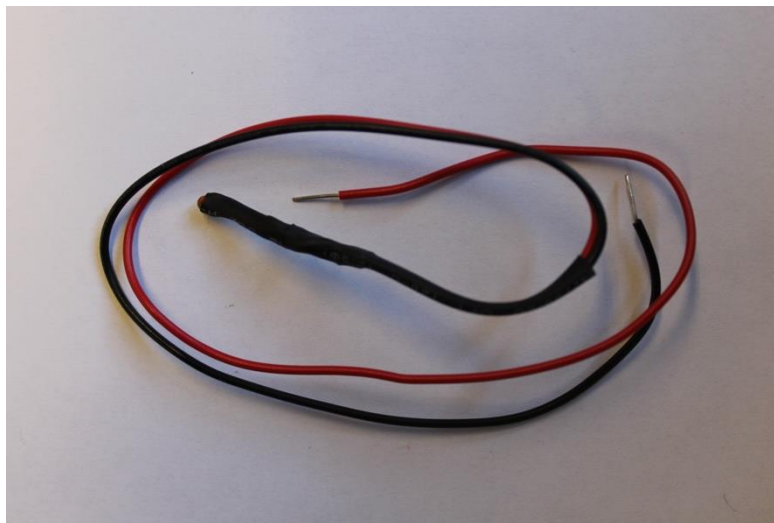
FIGURE 41: CODE FOR 4.1

### *Performing the Experiment*

You should add leads to the thermistor and wrap the thermistor in heat-shrink tubing in order to keep the thermistor dry. Figure 42 shows the thermistor and Figure 43 shows how the thermistor looks wrapped in tubing with added leads.



**FIGURE 42: THERMISTOR**



**FIGURE 43: THERMISTOR WRAPPED IN TUBING**

Once everything is wired and the sketch is written, you should start calibration by measuring the temperature of ice water. What temperature does your serial connection say? Now try boiling water. What does your serial connection say? Each of the resistors and the b-coefficient all have error margins, you should change the values that were defined previously so that the measurements of the ice and boiling water temperatures are more accurate. Try to measure other things with your thermistor. Choose objects with different properties for example liquids, solids, shiny objects, dull objects, clear objects, and opaque objects. Make sure to record these objects and their temperatures because you will need them again for 4.3.

#### **4.2 Measure temperature with an IR thermometer**

An IR thermometer is a useful temperature measurement tool because it is able to measure temperature from a distance. To wire this lab simply wire the 4 pins to the VDD, VSS, A4 and A5 pins, for A4 and A5 a 4.7k $\Omega$  resistor should be added in series as a pull-up resistor to 3.3 volts (see wiring diagram for correct wiring locations).

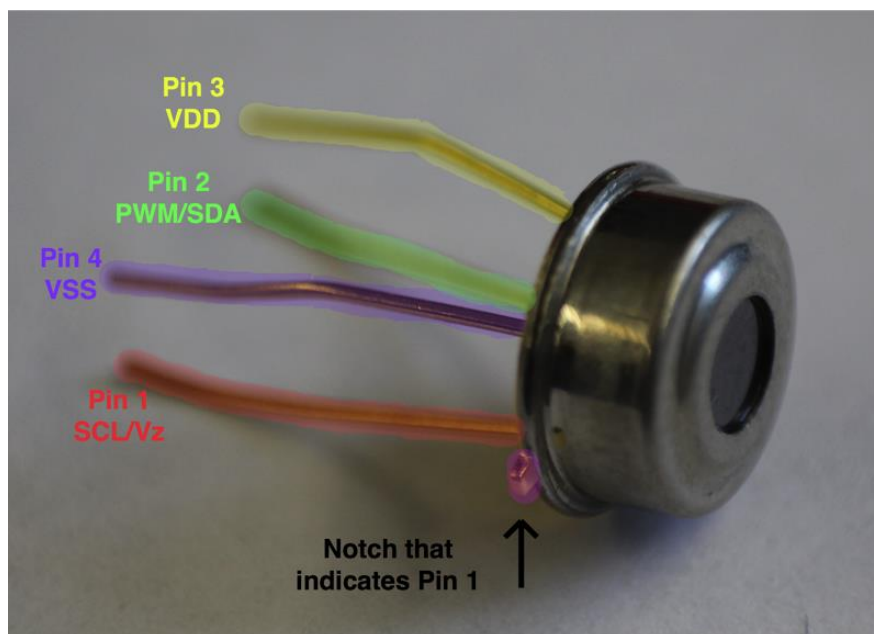
The MLX90614 chip that is used in this lab has a supporting Arduino library that can be downloaded from SparkFun's website. Here is the link <https://learn.sparkfun.com/tutorials/mlx90614-ir-thermometer-hookup-guide#mlx90614-arduino-library>. This library must be included in the Arduino code for the code to work correctly. Full documentation for this chip can be found in the appendix.

For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- 2x 4.7k $\Omega$  Resistors
- Infrared Thermometer

### ***Building the Circuit***

The IR thermometer has four pins as highlighted in Figure 44. The IR thermometer has a notch and the numbering of the pins start on the left side, numbering counter-clockwise.



**FIGURE 44: INFRARED THERMOMETER PINS**

The first pin connects to a 4.7k Ohm resistor which connects to the SCL port and the 3.3V on the Arduino. The second pin connects to a 4.7k Ohm resistor, which connects to both the voltage and the SDA. The third pin is connected to the voltage, and the fourth pin is connected to the ground. Figure 45 provides a traditional wiring diagram of the circuit for 4.2.

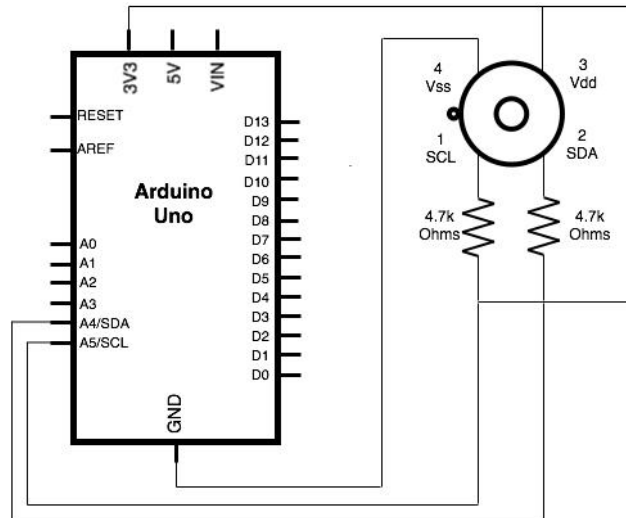


FIGURE 45: 4.2 WIRING DIAGRAM

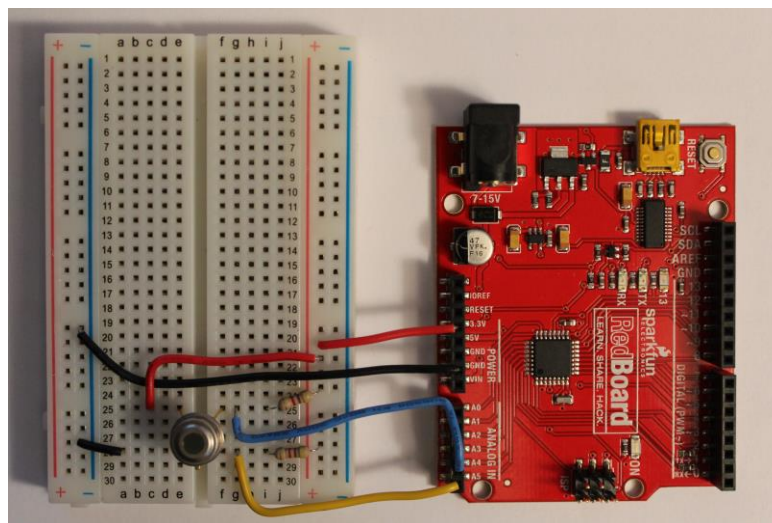


FIGURE 46: 4.2 BUILT CIRCUIT

Figure 46 displays the infrared temperature sensor and how it connects to the RedBoard.

### *Writing the Code*

In order to write code for the infrared temperature sensor you will need to be able to have the device measure, record, and write temperatures on the serial monitor.

`IRTherm sensor;`

IRTherm comes from the library that you have downloaded. You can label your infrared thermometer however you like, sensor, thermometer, infrared, etc.

`sensor.begin();`

This starts the sensor for data measuring. You would replace sensor with the name of your infrared thermometer.

```
sensor.setUnit(unit);
```

setUnit allows for you to set the measurements in whichever unit you would like. For example, if you want Fahrenheit then you should use TEMP\_F as the unit.

```
sensor.read()
```

This reads all of the incoming data from your sensor.

```
sensor.ambient();
```

This is the ambient temperature measurement. If you know the ambient temperature you can set it as a value, or if it is changing you can set it as a variable.

```
sensor.object();
```

This is the temperature of the object. It can also be set as a variable or a value depending on what you are trying to measure. In this case you want your thermometer to measure both.

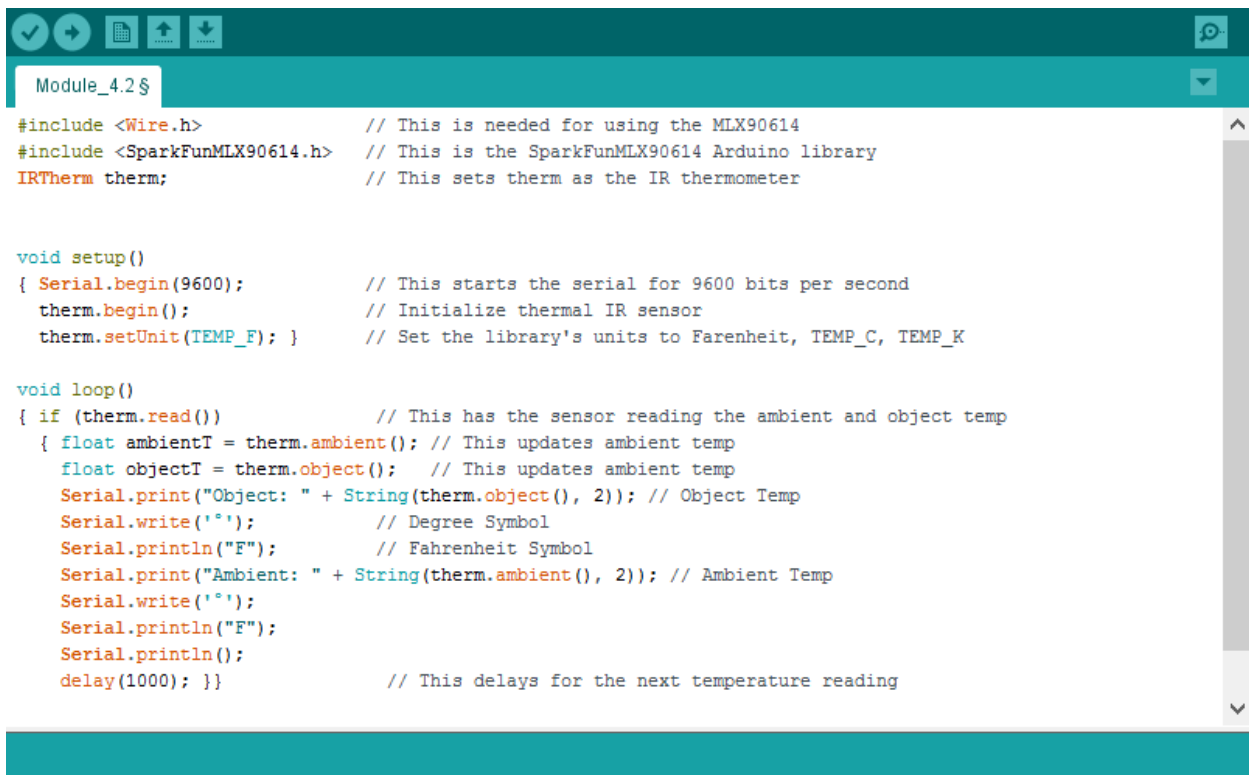
```
Serial.write();
```

This writes the measured data to the serial port.

```
String()
```

This creates a string of text. This is a helpful command when using the serial monitor as you can increase the readability of your measured data by labeling it with strings of text.

In Figure 47 is a sample code that measures the ambient and object temperature with an infrared thermometer.



```
Module_4.2 $
#include <Wire.h> // This is needed for using the MLX90614
#include <SparkFunMLX90614.h> // This is the SparkFunMLX90614 Arduino library
IRTherm therm; // This sets therm as the IR thermometer

void setup()
{ Serial.begin(9600); // This starts the serial for 9600 bits per second
  therm.begin(); // Initialize thermal IR sensor
  therm.setUnit(TEMP_F); } // Set the library's units to Farenheit, TEMP_C, TEMP_K

void loop()
{ if (therm.read()) // This has the sensor reading the ambient and object temp
  { float ambientT = therm.ambient(); // This updates ambient temp
    float objectT = therm.object(); // This updates ambient temp
    Serial.print("Object: " + String(therm.object(), 2)); // Object Temp
    Serial.write('°'); // Degree Symbol
    Serial.println("F"); // Fahrenheit Symbol
    Serial.print("Ambient: " + String(therm.ambient(), 2)); // Ambient Temp
    Serial.write('°');
    Serial.println("F");
    Serial.println();
    delay(1000); } // This delays for the next temperature reading
```

FIGURE 47: CODE FOR 4.2

### *Performing the Experiment*

Once everything is wired and the script is written, you should point the infrared thermometer at two different types of surfaces to check and see if the temperature is measuring. Try measuring the temperature of something clear. Use something opaque to hold both the ice and boiling water. Try measuring the temperature of the waters. How close is it to 0°C and 100°C? What is the thermometer actually measuring? Try measuring the same things that you measured with the thermistor, and make sure to record your results.

### **4.3 Compare thermistor, IR thermometer, and thermocouple**

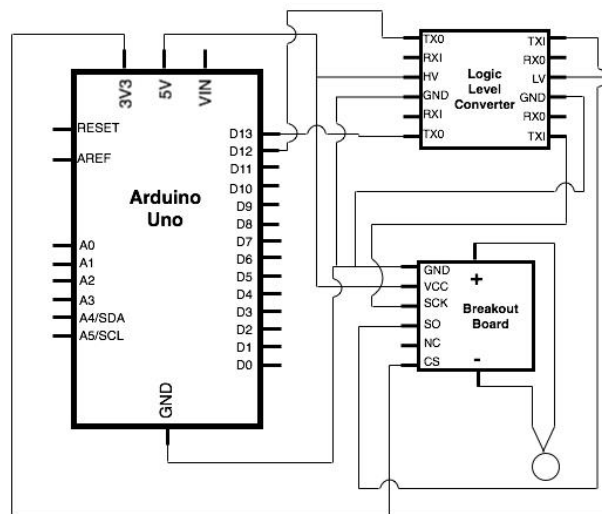
For this final exercise you should compare the measurements that you get with your thermocouple and compare them to the measurements from your thermistor and thermocouple to best determine which thermometers are better for which applications.

For this part you will need the following components:

- Arduino Uno
- Breadboard
- USB Cord
- Thermocouple Breakout Board
- Type K Thermocouple
- Logic Level Converter

### *Building the Circuit*

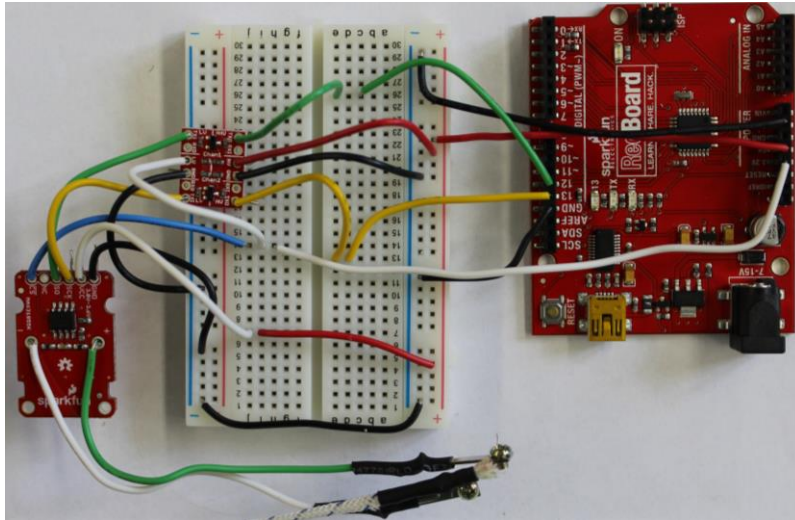
This circuit involves a lot of hookups. Starting from the thermocouple connect the positive side to the positive terminal of the breakout board and the negative to the negative terminal on the breakout board. Connect the ground on the breakout board to the ground on the Arduino. Connect breakout board's VCC to the 5V pin on the Arduino. The SCK on the breakout board connects to one of the TXI's on the logic level converter. SO connects to the other TXI. CS on the breakout board connects to 3.3V. Connect both TX0's on the logic level converter to two different digital pins on the Arduino. Connect the HV on the converter to the 5V and the LV to the 3.3V. Connect both grounds to the grounds on the Arduino. Figure 48 shows a wiring diagram.



**FIGURE 48: 4.3 WIRING DIAGRAM**



Figure 49 shows a picture of how the RedBoard, the logic level converter, the breakout board, and the thermocouple all connect.

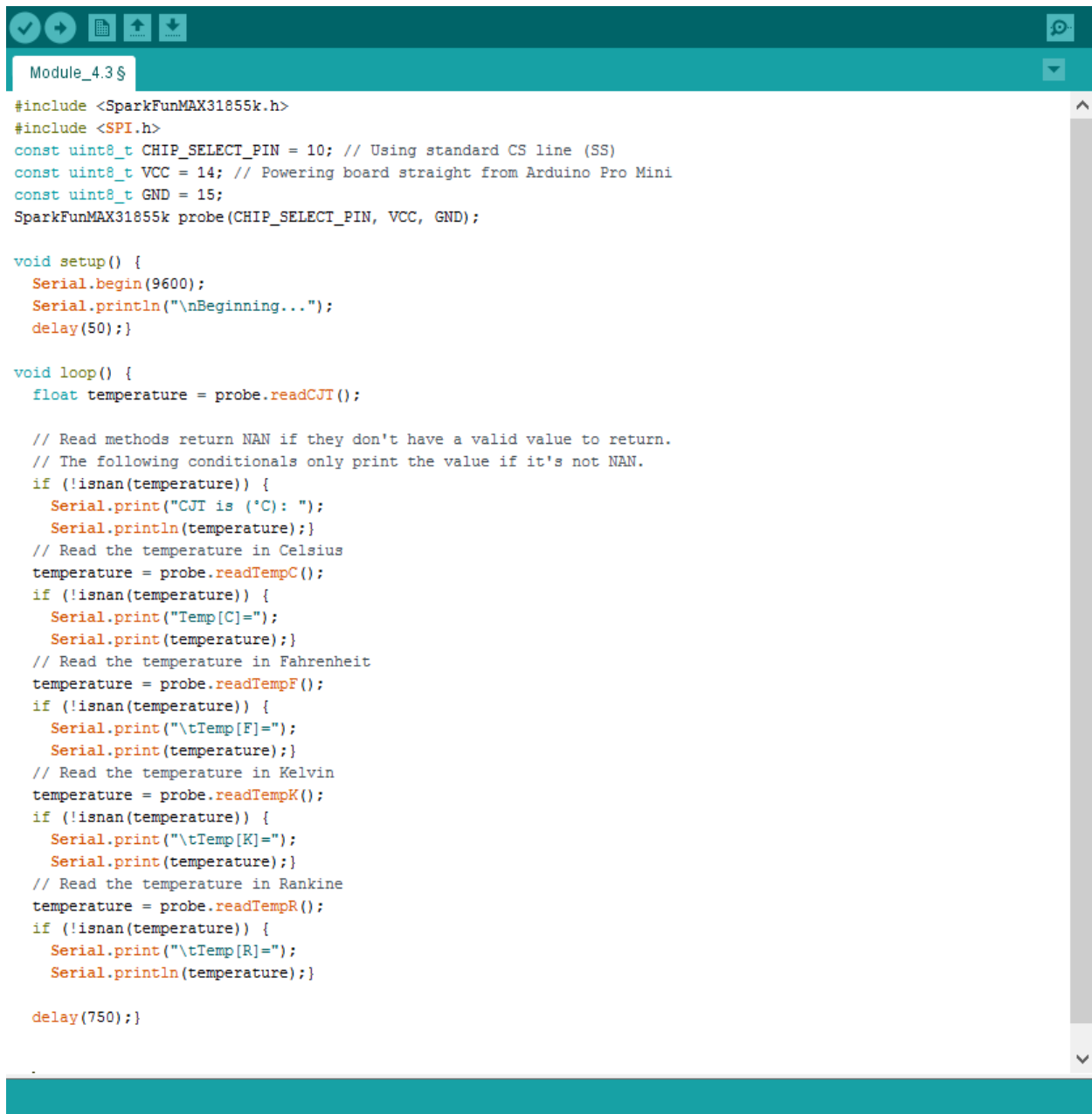


**FIGURE 49: 4.3 BUILT CIRCUIT**

### *Writing the Code*

For this code you will need to include both the library for the breakout board and the SPI.h library. You want to set up the Arduino so that it records the thermocouples measurements and prints them on a serial monitor. There are no new commands needed for this part. A example of a working code is provided in Figure 50.





```
Module_4.3 $
#include <SparkFunMAX31855k.h>
#include <SPI.h>
const uint8_t CHIP_SELECT_PIN = 10; // Using standard CS line (SS)
const uint8_t VCC = 14; // Powering board straight from Arduino Pro Mini
const uint8_t GND = 15;
SparkFunMAX31855k probe(CHIP_SELECT_PIN, VCC, GND);

void setup() {
  Serial.begin(9600);
  Serial.println("\nBeginning...");
  delay(50);}

void loop() {
  float temperature = probe.readCJT();

  // Read methods return NAN if they don't have a valid value to return.
  // The following conditionals only print the value if it's not NAN.
  if (!isnan(temperature)) {
    Serial.print("CJT is ('C): ");
    Serial.println(temperature);}
  // Read the temperature in Celsius
  temperature = probe.readTempC();
  if (!isnan(temperature)) {
    Serial.print("Temp[C]=");
    Serial.print(temperature);}
  // Read the temperature in Fahrenheit
  temperature = probe.readTempF();
  if (!isnan(temperature)) {
    Serial.print("\tTemp[F]=");
    Serial.print(temperature);}
  // Read the temperature in Kelvin
  temperature = probe.readTempK();
  if (!isnan(temperature)) {
    Serial.print("\tTemp[K]=");
    Serial.print(temperature);}
  // Read the temperature in Rankine
  temperature = probe.readTempR();
  if (!isnan(temperature)) {
    Serial.print("\tTemp[R]=");
    Serial.println(temperature);}

  delay(750);}
```

FIGURE 50: CODE FOR 4.3

### *Performing the Experiment*

Once everything is wired and the script is written, you should touch the thermocouple on different types of surfaces to check and see if the temperature is measuring. Try measuring the ice and boiling water. How close is it to 0°C and 100°C? Try measuring the same things that you measured with the thermistor and infrared thermometer, and make sure to record your results. Which ones were more accurate for which applications?

#### 4.4 Calculate heat flux

The objective of this module is to calculate the heat flux between two volumes of water using some of the skills you learned earlier in this module.

For this section you will need the following components:

- Arduino
- Breadboard
- USB Cord
- Thermocouple Breakout Board
- Type K Thermocouple
- Logic Level Converter
- Styrofoam Cooler
- Ice Water
- Hot Water
- 16 oz. Plastic Cup
- 16 oz. Paper Cup
- 16 oz. Styrofoam Cup

The first step is to setup the experiment. For this experiment the code and circuit is what was used in part three of this module. Once the circuit is ready make an ice water bath inside the Styrofoam cooler (note throughout the experiment there should always be a significant quantity of ice floating in the water). Because this exterior bath contains ice water its temperature will remain approximately zero degrees Celsius. Next heat up water and fill one of the cups with a known mass of water (either weigh the water or use a set volume and calculate the mass from the density at that temperature). Then place the thermocouple inside the cup of water and submerge the cup into the ice water bath. Make note of how deep the cup goes into the water so you can calculate the contact area between the two. Record the temperature of the water over a period of time at a consistent interval (you can set the recording interval in your code for the first test try one second). Once the temperature has dropped near the temperature of the ice water bath stop collecting data. Now repeat this experiment with the two other cups. Knowing the temperature and volume of water you should be able to calculate how much thermal energy is in the cup of water and using all of this data calculate the rate of heat flux between the two volumes of water. From doing this you will be able to find the conductivity of each cup material and be able to compare them.

Important equations you'll need are:

$$Q = m \cdot c_p \cdot T \quad q = \frac{Q_2 - Q_1}{T_2 - T_1} \quad q = -k \cdot A \cdot \frac{dT}{dx} \quad q = \frac{dQ}{dt} \quad \frac{dT}{dx} = \frac{T_{cup} - T_{bath}}{x}$$

Where  $Q$  is thermal energy,  $m$  is mass,  $c_p$  is specific heat,  $T$  is temperature,  $q$  is heat flux or the derivative of thermal energy in respect to time,  $k$  is the thermal conductivity coefficient,  $A$  is the surface area of the cup holding the warm water,  $t$  is time, and  $x$  is the thickness of the cup holding the warm water.<sup>1</sup>

---

<sup>1</sup> Incropera, DeWitt, Bergman, & Lavine

## Module 5

This final module is to serve as a capstone design project for the course. As such this module will have a different structure than the rest and the product from the module will be different than previous modules. The purpose of this module is to design an automated system to take care of a plant. This includes, sensing and tracking light levels and controlling a window shade, measuring and logging the temperature by the plant and measuring the moisture level and watering the plant. All of these functions should be controlled by an Arduino and automated into a daily cycle. In addition to designing the system you must write a lab report about the design process and construction.

### Objectives:

- Design a system to control watering and sun exposure for a plant
- Integrate multiple sensors and controllers into a system
- Log data from the Arduino to a computer using Python

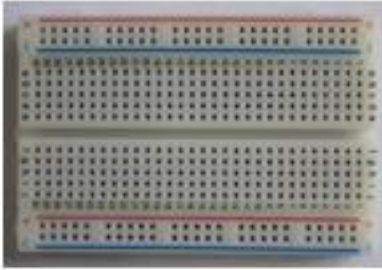
### Background:

The first step in the design process is to research the problem. Unlike the previous modules where background was provided for this module you are expected to do research yourself. This research should be written up as background for your lab report. After doing the initial research as additional topic come up during building the system be sure to add them to your background. To help get started with the background some relevant topics can be found below.

1. Relays and how to use them to control a high voltage with signal voltage.
2. SparkFun soil moisture sensor
3. Solenoid valves
4. (Bonus) Interfacing Arduino with python to log data to a spreadsheet. This will be relevant if you wish to complete the bonus part of the module.

## Materials:

Breadboard



USB Cord



Arduino Uno (RedBoard)



Jumper Wires



Tubing



Soil Moisture Sensor



Hose Fitting



Beef Cake Relay



12 Volt Power Supply



Suction Cup



Solenoid Valve



Shade Assembly



## Procedure:

The procedure for this module is broken into three parts and a bonus part. Each part will build and test one part of the system. The final part will bring it all together into one complete system. Since this code will be very complicated be sure to carefully comment your code to help keep track of what parts do to avoid confusion later when putting all the parts together.

### **Part 1:**

For the first part of this module create a system to measure light intensity and control a sun shade. Using the photocell in the kit set up a simple circuit that measures the light intensity and prints that value to the serial port to be viewed. Using this circuit measure the light intensity in the window the plant will be in front of and use that data to determine what value will be read as the cutoff for what is considered sun exposure (potentially 80% of full sun values).

Next using the provided parts in the kit build a sunshade that attaches to a window via suction cups and is controlled by a DC gear motor. The gear motor should have plenty of holding torque to hold the shade. Measure how much time the motor must be activated to raise and lower the shade. If these times are consistent create functions to open and close the shade. If it is not consistent consider adding a sensor to detect the position of the shade to help open and close it.

Based on the type of plant determine what the max sun exposure should be. The code should check the light intensity every 15 minutes and when it detects sunlight in the morning begin a counter that counts how much sun exposure the plant is getting and once it reaches its maximum close the shade for the day. The code should then reset at some point at night and reopen the shade for the next day.

### **Part 2:**

This part of the module should create a set of code that utilizes the soil moisture sensor to measure the plants water level and control a solenoid for watering the plant. A calibration for the sensor should be done using a sample of soil similar to the light intensity in part two. After correlating the values from the sensor to levels of moisture the plant should be watered fixed amounts to see how much a quantity of water changes the moisture sensor. This data should then be used to create a code that monitors and controls watering of the plant similar to the system for lighting in part two.

Once a control code is created using the moisture sensor, build the circuit to control the flow of water. Using the provided hose and valve create a gravity fed system for watering the plant you must provide a container to be used for the basin. Place the provided hose adapter into the side of the container you have near the bottom and be sure to seal the adapter to prevent leaks. The valve provided operates on 12 volts so a relay circuit must be built to control it with the Arduino, which can only handle 5 volts. Once built this system should be calibrated by opening the valve for a period of time and measuring how much flows in each time period. Use this data to calibrate how long the valve should be opened by the code to successfully water the plant. Ensure the water feeds a consistent amount no matter how full the basin is.

### **Part 3:**

Create a base Arduino code to be combined with the previous parts to complete this module. This base code should keep track of time and initiate the other parts (sun exposure and watering) at certain intervals. The structure should have clearly defined Variables at the top to set things like when water level testing and watering take place and how much sun exposure is allowed. Use this code with a temperature sensor and record the temperature every 15 minutes to test the codes timekeeping ability. Once that is working incorporate the previous sections to build a full code. This code should now manage sun exposure, watering and temperature and monitor these print the results every 15 to the serial port. This should include printing what

happened for example if the shade was closed or if the plant was watered as well as the current moisture level, temperature and sun exposure level.

**Bonus part:**

Create code that takes all the data collected about the plant as well as actions taken (watering or closing the shade) that is printed the serial port and logs that data. This might be done with the python programming language. There are plenty of resources online about using python to interface with Arduinos. For this part, the python code should read the data the Arduino prints to the serial port and log them into a spreadsheet. This logging will allow you to go back and check on the system and the plant. In addition, this can be useful for other applications with sensors to log data for in depth evaluate than possible with only the Arduino and serial monitor.

**Report:**

Once the system is all running a report should be written that documents exact how the system was created. Each part should have its own section that explains how that part was created. Discuss the challenges and how the final design ended up working. Include photographs of the system setup and the code.

## Conclusion

These modules provide a framework for designing a module-based system to teach engineering experimentation. The basis of an introductory module and a capstone design provide bookends to begin and end the course. One of the main challenges encountered was determining how explicit instructions should be versus requiring the students to figure things out on their own. A balance was struck where clear explanations are given for the first part of the modules and later parts require the students to do more on their own. With the current design of the middle modules not having to be performed in a specific order limits there being any progression from module to module. It is worth investigating having a fixed path of module, potentially with multiple paths but a set sequence within a set to allow for later modules to push students to do more on their own. Choosing a method with set paths but different paths could allow the modules to be personalized for students such as aerospace students versus mechanical students. Even within mechanical there could be slightly different paths for students more interested in thermodynamics vs mechanical design.

The biggest addition needed for these modules is to add more modules to the series. This set lacks modules focusing on mechanical properties like strain, pressure or acceleration, which are all good candidate for modules. The current modules should also be tested to see not only how educational they are but also to determine how long each will take students to complete. An additional suggestion would be to add a section to the first module instructing students how to interface Arduinos with python code on the computer. This would allow for more complex data logging very reminiscent of data logging done in the current class with DAQ boxes but on far cheaper and more accessible hardware. This is currently included as a bonus in module five but if it was added to module one it could be incorporated into all of the modules.

Finally, the last major consideration would be to change the type of Arduino board used in the kits. Arduinos were chosen because they are more similar to data acquisition systems than alternatives like the raspberry pi. The Arduino works with a computer especially if data logging is done with python compared to raspberry pi which is more like a full small computer. There are other options to be considered within the Arduino family. There are larger more capable boards like the mega as well as other versions of the Uno. There are for example versions with Bluetooth or Wi-Fi connectivity which both would allow for remote connections to Arduinos doing data collection. This is one option that could bring a modern edge to the education provided.

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# Appendices

## Appendix A: Bill of Materials

Master Parts List	Quantity	Cost per	Subtotal	Original Source
SparkFun Tinkerer Kit	1	49.95	49.95	<a href="https://www.sparkfun.com/products/13930">https://www.sparkfun.com/products/13930</a>
mini photocell	1	1.5	1.5	<a href="https://www.sparkfun.com/products/9088">https://www.sparkfun.com/products/9088</a>
10k thermistor	2	0.75	1.5	<a href="https://www.sparkfun.com/products/250">https://www.sparkfun.com/products/250</a>
22 AWG hookup wire (solid core)	1	2.5	2.5	<a href="https://www.sparkfun.com/products/8023">https://www.sparkfun.com/products/8023</a>
IR distance sensor GP2Y0A21YK	1	13.95	13.95	<a href="https://www.sparkfun.com/products/242">https://www.sparkfun.com/products/242</a>
IR jumper wire	1	1.5	1.5	<a href="https://www.sparkfun.com/products/8733">https://www.sparkfun.com/products/8733</a>
Infrared Thermometer MLX90614	1	19.95	19.95	<a href="https://www.sparkfun.com/products/9570">https://www.sparkfun.com/products/9570</a>
Ultrasonic range finder LV-Max-EZ4	1	27.95	27.95	<a href="https://www.sparkfun.com/products/8504">https://www.sparkfun.com/products/8504</a>
small stepper motor	1	6.95	6.95	<a href="https://www.sparkfun.com/products/10551">https://www.sparkfun.com/products/10551</a>
Thermcouple breadkout MAX 31855K	1	14.95	14.95	<a href="https://www.sparkfun.com/products/13266">https://www.sparkfun.com/products/13266</a>
K-Type thermocouple	1	4.95	4.95	<a href="https://www.sparkfun.com/products/13715">https://www.sparkfun.com/products/13715</a>
Logic Level converter	1	2.95	2.95	<a href="https://www.sparkfun.com/products/12009">https://www.sparkfun.com/products/12009</a>
Soil Moisture Sensor	1	4.95	4.95	<a href="https://www.sparkfun.com/products/13322">https://www.sparkfun.com/products/13322</a>
Beefcake relay	1	7.95	7.95	<a href="https://www.sparkfun.com/products/13815">https://www.sparkfun.com/products/13815</a>
12 volt power supply	1	5.95	5.95	<a href="https://www.sparkfun.com/products/12889">https://www.sparkfun.com/products/12889</a>
2.5 inch suction cups (pack of 4)	1	7.48	7.48	<a href="https://www.amazon.com/COTU-Purpose-Large-St">https://www.amazon.com/COTU-Purpose-Large-St</a>
1/4 inch tubing 10 Meters (need 2 Meters)	0.2	11.99	2.398	<a href="https://www.amazon.com/Malida-Meters-Length-Tu">https://www.amazon.com/Malida-Meters-Length-Tu</a>
1/4 inch tubing fitting pack of 5 (need 1)	0.2	7.99	1.598	<a href="https://www.amazon.com/Fittings-Bulkhead-Conne">https://www.amazon.com/Fittings-Bulkhead-Conne</a>
12 volt 1/4 inch solenoid valve	1	7.49	7.49	<a href="https://www.amazon.com/DIGITEN-Solenoid-Conn">https://www.amazon.com/DIGITEN-Solenoid-Conn</a>
1/6 watt 220 ohm resistor	10	0.1	1	<a href="http://www.digikey.com/product-detail/en/yageo/CF">http://www.digikey.com/product-detail/en/yageo/CF</a>
1/6 watt 4.7k ohm resistor	10	0.1	1	<a href="http://www.digikey.com/product-detail/en/yageo/CF">http://www.digikey.com/product-detail/en/yageo/CF</a>
		<b>Total</b>	188.416	

### Tinker Kit Contents:

Tinkerer Kit	Quantity
Sparkfun Redboard	1
LEDs	20
Photocell	1
USB cord	1
BreadBoard	1
DC gearmotor	2
Potentiometer	1
Button	2
Servo	1
330 ohm resistor	20
10k ohm resistor	20
H-bridge	1
Photocell	1
RGB LED	1
Hookup wires	25

## Appendix B: Arduino Code Reference

These functions and commands as well as their explanations in all the modules have come from both the Arduino and SparkFun websites. This is a quick reference of the functions used in this module for full reference see [arduino.cc](http://arduino.cc)

```
int function()  
{}
```

Functions follow the structure above. The output data type, the function name, followed by a pair of parentheses and a pair of braces. The output data type determines what type of data the function will pass out once complete. In most cases a function will either pass an integer (abbreviated “int” as seen in the example above) or nothing in which case void should be written as the data type (see setup function for an example). The function name is how the code identifies the function. The parentheses contain any parameters given to the function. The braces contain the codes that is executed when the function is ran. Functions are useful because they can be defined once and referenced multiple times in the code for repeated actions. Functions native to Arduino do not need to be defined but all other functions must be defined before they can be used. Each line with a few exceptions in Arduino code must end with a semicolon.

An Arduino code always has two default functions, void setup and void loop.

```
void setup()  
{}
```

The void setup function begins every Arduino code and is run once by the program. It is used to do setup tasks that need to be performed once like setup pin modes and turn on serial ports. Void setup follows the structure above with an empty set of parentheses because they do not take inputs. The braces then contain all of the setup for the Arduino code.

```
void loop()  
{}
```

The void loop function is the main body of every Arduino code and is run repeatedly. It is used to perform the main body of whatever function the program is meant to perform. For example, if a code is designed to read an input and turn a light on the functions to do these task would be in the void loop.

```
analogRead(pin);
```

The analogRead function can be used to read the state of an analog input pin. The function must give the input pin as a parameter. It will return an integer value between 0 and 1023. This function can be used to read inputs from components like potentiometers or photocells.

```
analogReference(type);
```

Analog reference is used to configure the the top of the voltage range for an analog input. There are only certain options, the default setting is a 5V reference voltage, internal is the built-in ATmega168 reference voltage of 1.1V, and external is for a reference voltage of what is applied to the AREF pin.

```
const int variable = value;
```

The const command can be use to define variables within Arduino codes (note the value cannot be changed once defined this way). The command must be followed by a data type such as an integer, float or string, in the example above the variable is defined as an integer. After the data type the variable name should be listed followed by whatever value is to be assigned to the

variable. This function can be useful for things such as designating a pin number, for example use the variable LED1 in the body of the code wherever a pin related to an LED is used and then at the beginning of the code define that variable as whatever pin the LED is plugged into.

```
constrain(variable, x1, x2);
```

The constrain function is used to limit the range of values for a variable. This function must be given three parameters. The first is the variable to be constrained followed by a minimum and maximum value for the variable.

```
#define variable value
```

This defines a chosen variable as a value or a pin. Instead of typing out a certain number each time you can define a variable as that number, then if you need to change the number you only have to change it once and not everywhere that you used it. Define can be used with values and with pins.

```
delay(x);
```

The delay function is used to make the code wait for a period of time before continuing with its execution. This function requires one parameter “x” which is how long of a delay is desired measured in milliseconds.

```
digitalRead(pin);
```

The digitalRead function can be used to read the state of a digital input pin. The function must give the input pin as a parameter. It will return a binary response as either LOW (0V) or HIGH (5V). This function can be used to read inputs from components like buttons.

```
digitalWrite(pin, state);
```

The digitalWrite function is used to set the state of a pin that has previously been set as an output. The function requires two parameters, the pin must be identified and then the state of the pin must be identified. There are two possible states, either LOW (ground) or HIGH (5V).

```
float variable;
```

This lets Arduino know that the variable assigned as a float will have a decimal point.

```
for (initialization; condition; increment)
{ //Statements;
}
```

A for loop repeats the statements until the condition is found false. The first thing that happens is the initialization statement, then the condition is tested. Whenever the condition is proven true the statements and increment are enacted, and the condition is then retested. When the condition is untrue then the loop ends.

```
if (Test Case) {}
```

```
else if (Test Case 2) {}
```

```
else {}
```

The if else function can be used to control the action of the code based on a set of test cases. The function is followed by the first test case in a set of parentheses and a set of braces containing the functions to be performed if that case is true. The if can then be followed by any number of else if statements with their own test case and actions in the same structure as the if statement. Finally, there can be an else function that has no test case but is the action the code will take if none of the test cases are met. The code will run through all the test cases until one is met and then it will perform the function related to that test case.

```
#include<
```

This allows you to include functions from other Arduino libraries.

```
int variable = value;
```

The int function can be used to definite variables as integers to be used later in the code. The function is followed by the variable name and then can either set the variable equal to a value or leave the variable undefined.

```
IRTherm sensor;
```

IRTherm comes from the library that you have downloaded. You can label your infrared thermometer however you like, sensor, thermometer, infrared, etc.

```
variable2 = map(variable1, x1, x2, y1, y2);
```

The map function can be used to proportionally reassign a variable in a range to a value in a new range. The function must be passed five parameters. First the variable to be reassigned followed by the original range of the variable followed by the new range of the variable. For example, a value of 5 in a range of 1-10 can be reassigned to be the proportional value 50 in the range 10-100. This can be useful when a range needs to be either expanded or reduced.

```
pinMode(pin,mode);
```

The pinMode function is used to set the state of the pins on an Arduino. The function requires two parameters. The first parameter is the pin, either a pin number or a variable that has been assigned to a pin number. The second is the mode for the pin which has two modes either INPUT or OUTPUT.

```
sensor.ambient();
```

This is the ambient temperature measurement. If you know the ambient temperature you can set it as a value, or if it is changing you can set it as a variable.

```
sensor.begin();
```

This starts the sensor for data measuring. You would replace sensor with the name of your infrared thermometer.

```
sensor.object();
```

This is the temperature of the object. It can also be set as a variable or a value depending on what you are trying to measure. In this case you want your thermometer to measure both.

```
sensor.read()
```

This reads all of the incoming data from your sensor.

```
sensor.setUnit(unit);
```

setUnit allows for you to set the measurements in whichever unit you would like. For example, if you want Fahrenheit then you should use TEMP\_F as the unit.

```
Serial.available();
```

The serial available function queries the serial buffer of commands coming in from a computer to the Arduino. The function does not do anything with the information in the serial buffer. This is useful for creating cases where the code waits for an input before doing something based on the command.

```
Serial.begin(baud);
```

The serial begin function is used to initiate a serial connection between the Arduino and a computer over the USB connection. The only parameter that must be given to the function is the baud rate which is the communication rate over the connect. The default baud rate is 9600.

```
Serial.parseInt();
```

The `parseInt` function queries the serial buffer for the first integer value in the buffer and then returns this value and remove it from the serial buffer. This function allows for a series of integers to be sent over the serial connection and then individually be assigned to variables within the code.

```
Serial.print(value);
```

`Serial.print` prints whichever values are within the parenthesis into the serial connection. You can add a base to the expression to have the values printed as binary, octal, etc.

```
Serial.println("message");
```

The `serial println` function can be used to print values from the Arduino to the serial port for the computer to read. This function can either be used to print values from the Arduino or messages in the form of strings if the message is put in quotation marks.

```
Serial.read();
```

The `serial read` function queries the serial buffer for the next byte of information it and returns that byte of information.

```
Serial.write();
```

This writes the measured data to the serial port.

```
servo1.attach(servopin);
```

The `attach` function sets up that there is a servo attached to the specified pin.

```
servo1.write(90);
```

Once a servo has been defined the it can be written to using the `write` function. The `write` function writes a position to the servo (a value between 0 and a number number usual 90 or 180 based on the servos rotational range).

```
setSpeed();
```

This sets the speed that the stepper motor will rotate in RPMs.

```
step();
```

This gives the number of steps that the stepper motor will take. In order to maximize the amount of control you have over your stepper motor you should use a high speed and only go a few steps.

```
Stepper(steps,pin1,pin2,pin3,pin4)
```

This command lets the Arduino know that there is a stepper motor and to which pins the stepper motor is connected to, and how many steps the stepper will take.

```
String()
```

This creates a string of text. This is a helpful command when using the serial monitor as you can increase the readability of your measured data by labeling it with strings of text.

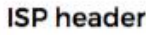
```
uint8_t variable;
```

Using this will let the Arduino know that the variable will be an integer with a length of 8 bits.

```
while(Test Case) {}
```

The `while` function is used to cause an action to happen for the entire time that a test case is true. The function is followed by a set of parentheses which contain whatever test case is being looked for. Then there is a set of braces that contain the action to be performed when the case is met.

## RedBoard



Programmed with Arduino (Uno)

Name	ADC
Power	PWM
GND	Serial
Control	Ext Interrupt
Arduino	PC Interrupt
Port	Misc



Young 10500

ISP header

VIN:7V-15V

VCC:5V

Maximum

150mA on 3.3V line

ATMega328

Absolute maximum VCC: 6V  
Maximum current for chip: 20

Maximum current per pin: 40mA

Recommended current per pin: 20mA  
8-bit Address / 16-bit

Flash Program Memory

EEPROM: 1kB  
Internal SRAM: 2kB

ADC:10-bit

PWNM-B01-1

---

LEDs

Power: Green

User (D13): Blue

RX: Yellow

TX: Red

